CRUCIAL SINCLAIR SPECTRUM ACTION!

CRASH

ZX SPECTRUM

9 770954 866052 03

£2.20 WITH CASSETTE
No.97 March 1992
europress IMPACT



Reach for the stars in Hi-Tec's JETSONS

The Computer Game

Exclusive review and wicked poster!

Sizzling on your Powertape!

TWO FULL GAMES!

Eliminator
21st Century Entertainment

Xeno
Grandslam

Enter the Cave Zone in...
Potsworth & Co.
Playable demo from Hi-Tec

Go wild with
POKE ZONE
Tips on a tape

Flippin' Nora! There must be a tea leaf around here! Ask your newsagent for a replacement pronto!

PLUS!

Potsworth & Co., Daffy Duck, G-Loc, Space Crusade, Captain Planet, Double Dare, Shoe People, Jonny Quest and lots, lots more!

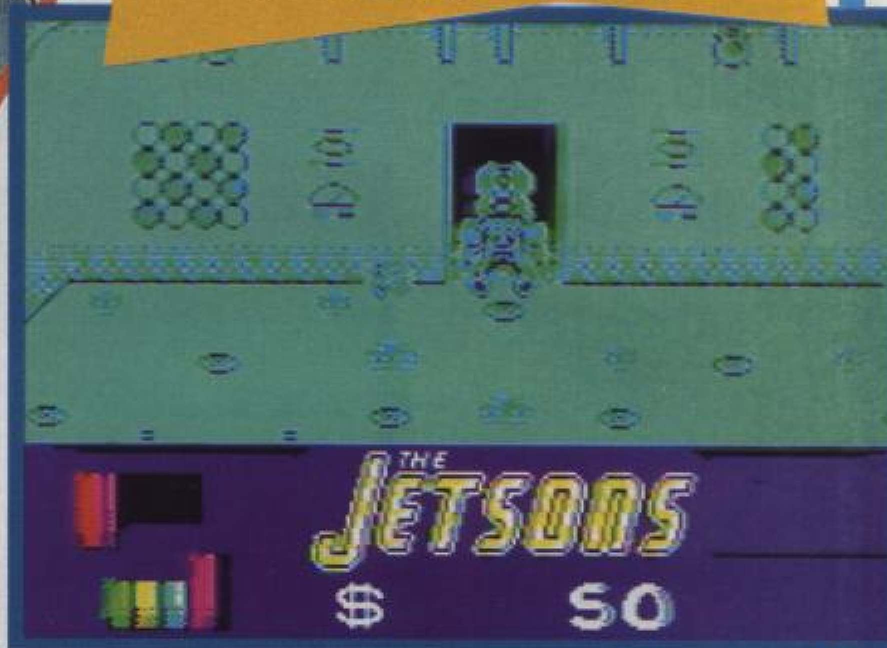


A POWERFUL TRIAD IN ONE FORMIDABLE PACK
ADDICTED to Fun
NINJA COLLECTION
SHADOW Warriors
DOUBLE DRAGON
DRAGONNINJA
DATA EAST
©1989 TECMO LTD.
AMIGA ATARI ST
ocean
AMSTRAD
SPECTRUM
COMMODORE
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650



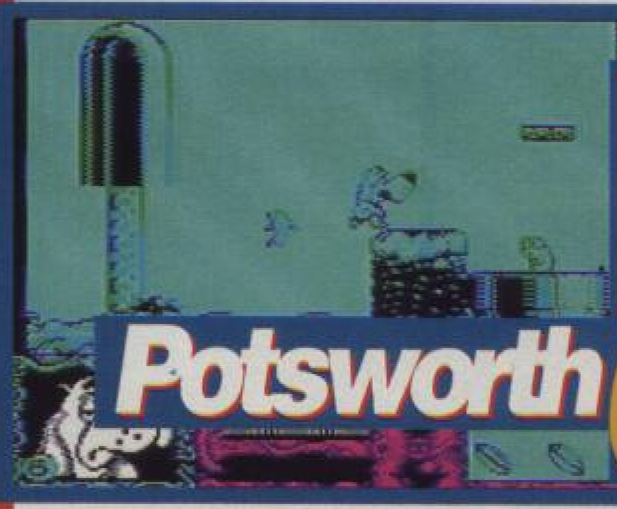
This issue... The JETSONS

Check out the hi-tech world of this funky futuristic family in an exclusive review on PAGE 12!



★ Regulars ★





Potsworth & Co

Cocked legs ahoy with our exclusive *Potsworth & Co* review on PAGE 60!

✪ March trip to Games City... ✪

Game Thrills...page 6

Bestest brilliance around. Slap this month's Powertape in your tape deck and let it flow!

- **ELIMINATOR** full game from 21st Century!
- **XENO** full game from Grandslam!
- **POTSWORTH & CO** exclusive playable demo!
- **POKE ZONE** your monthly dose of tips on tape!

Crash Corner

Featuring Lucy, Nick, Warren and Alan

Starting a new job's always a bit scary. Am I going to enjoy it? Will I like my colleagues? And, more importantly, will they like me?

Since this is Big Al Green's virgin issue (eh eh!) and we all felt like having a good bitch, we decided to get into a bit of Character Assassination on the new tea maker...

LUCY - Ed



When Big Al turned up for his interview a couple of months ago, my first thought was — what a *thug*! Neatly turned out in a ripped denim jacket, tracksuit bottoms, bovver boots and a skinhead haircut, Al would've looked more at home jumping up and down on someone's head! However, he took the CRASH initiation test in good heart (comprising of standing on your head for two hours with a chip up each nostril singing three Abba songs backwards), so he can't be all bad.

He doesn't say an awful lot (the gag might have something to do with that), apart from warbling on about a few obscure music bands that nobody's ever heard of, but he does make a mean cup of cha. What more could I ask?

NICK - Dep Ed



Alan who...? Oh, the one that's started sitting opposite me with his Walkman on. I thought he was one of these work experience jobbies!

He's got a bit of a rad hairdo, hasn't he? — more stripes than a tube of toothpaste! Beats Corky's greasy bonce, though, and Al doesn't leave Brilcream trails behind him!

He's a good lad, our Al. He lent me his Beloved tape so I've got to say that, haven't I?! Trouble is, someone nicked it from my desk, so I might change my mind when he beats me up!

WARREN - Prod Ed

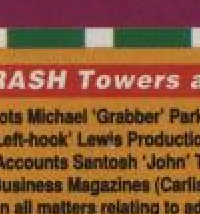


Has anyone seen that silly (but rather amusing) giant Mousetrap game on *Motormouth*? 'Cos Al 'yer pal' Green's a dead ringer for the geezer who presents it! 'Onest, guv, no word of a lie, strike me down with a wet kipper if I'm telling you a porkie (and similar stereotyped Cockney phrases).

Alan's the CRASH beatnik — vicious haircut, drainpipe jeans, big hoofy boots, cheesecloth shirt — the works. He's into dirgy Indie bands, his favourite food's lentil butties and his most frequent phrase is 'Nice one' (how friendly of him!).

Alan's not the most enthusiastic of workers — nobody's van breaks down *that* often — but he is fair; the diplomat of the office (ie, he's the only dull sod who doesn't bitch about everyone!).

ALAN - Who Knows?



With friends like that, who needs enemies? As you can tell I've been as welcome as a dog turd through the post.

Lucy's been thrashing me every night after work (on *Captain Planet*, actually, you foul-minded youth!). Meanwhile, Roberts has been playing crawly bum-lick 'cos of this lost tape. I've promised to extract his entrails with a lemon zester if he doesn't give it back in the next 24 hours (gosh, perhaps I am a thug!). As for our Wozza, he only comes in about as often as the tide in Wolverhampton! Must spend all his time sharpening up those pointy shoes of his.

No really, folks, I'm the mildest-mannered guy in the place — I wouldn't touch a rhino with a toothpick. And I'm Speccy bonkers and'll fit into the wacky CRASH team like hand in glove (possibly a boxing glove!).

Candid CRASH

Crash for PM!

Happy chappy: 'Spring in the air, Vicar!'
Misey vicar: 'Spring in the air yourself, you git!'

It's that time of year again, peeps. Spring's on its way, the crocuses and daffodils are popping up their pretty little heads, lambs are gamboling around (roulette, mainly).

And then of course you've got the mad March hares. To stop his hair getting too mad, Nicko went to the barber's the other day. Now it ain't mad at all — it's just completely CRAZY!

Our Prod Ed, Wozza, has certainly caught the Mad March Hare syndrome. We're all used to him talking to himself and swinging from the strip lights, but I caught him kissing the filing cabinet the other day (mind you, it is a particularly attractive filing cabinet).

Come to think of it, everyone at CRASH is slightly bonkers. We shouldn't be called the CRASH Crew at all — Barmy Army's *much* more appropriate!

On this month's stupendous Powertape we've get an exclusive look at *Potsworth & Co* from Hi-Tec's new cheapo(ish) Premier range, as well as the brilliant *Eliminator* and *Xeno*. So get out your joysticks and *let rip*.

PLUS! We've got the exclusive review of *The Jetsons*, *Captain Planet*, *Space Crusade* and heaps more stuff, all bigger and better than anyone else (so naaaaa!).

See ya next month,

Coming to you live from CRASH Towers are: Editor Lucy 'Luscious' Hickman Deputy Editor Nick 'Not-so Luscious' Roberts Production Editor Warren 'Rabbit' Lapworth Staff Writer Alan 'Camberwick' Green Adventures Ian 'Unborn' Osborne Art & Design Charlie 'Chaplin' Chubb Systems Manager Ian 'Gnasher' Chubb Screenshots Michael 'Grabber' Parkinson Publisher Roger 'Ultra' Kean Advertisement Manager Sheila 'Lumpy' Jarvis Advertisement Sales Executive George 'Ecstatic' Keenan Advertisement Production Jo 'Left-hook' Lewis Production Jackie 'Blancmange' Morris Reprographics Rob 'Off-centre' Millichamp Managing Director Jonathan 'Snail Wrestler' Rignall Circulation Manager David 'Worm-wacker' Wren Accounts Santosh 'John' Thomas, Sheila 'Add 'em' Adams Subscriptions David 'Dingle' Bingle Produced using Apple Macintosh II computers running Quark XPress and Adobe Illustrator 3.0 Printing BPCC Business Magazines (Carlisle) Ltd Distribution COMAG, Tavistock Road, West Drayton, Middlesex.

Europress Impact Ltd, CRASH, Ludlow, Shropshire, SY8 1JW. Tel: (0584) 875851. Fax: (0584) 876044.

● *This month's cover:* The Jetsons. Cover design © Hanna-Barbera 1992. Powertape inlay by Mark Kendrick.

ABC

europress IMPACT

game thrills

Xeno

Complete game!

They don't half play hard out in the frozen wastelands of planet Lo, in this strange cross between ice hockey and the January sales! Tool up for a tough time in the rink 'cos this one's for those who just don't give a puck! Jolly hockey sticks, sportsters...

Flicking through our dusty old edition of the *Souvenir Programme for the 2386 Earth Congress Xeno Championship Games* (the Lo equivalent of the 1979 *Radio Times*, you know, the one with Mollie Sugden on the cover sporting a nice pac-a-mac?), we discovered this bizarre and rugged game.

Historically (though not hysterically) based on the frozen planet of Lo, Xeno sounds like it was an exceptionally aggressive version of ice hockey and not a friendly game of tiddlywinks as first thought (no winks but plenty of tiddly).

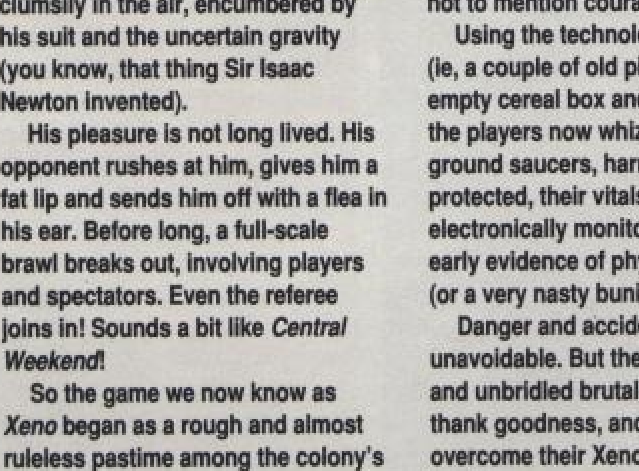
On Lo, the only buildings were a scattering of EA (Earth Atmosphere) huts and a self-flushing lavatory with central heating and matching Toilet Duck, and the only lifeforms a small crowd of miners and pioneers. Across an improvised field, two suited men (in a lovely purple Top Man affair) pursue an ice puck, pushing, kicking and propelling two large blocks of solidified methane gas (the same effect achieved by farting in an igloo!). They're not too gentle about it, either. If a block hits a man instead of the puck, its just hard cheese 'cause the stain won't wash out!

One man kicks his block into the puck hard and accurately enough to ricochet it between two metal poles (good old goalposts) stuck into the rock-hard ground. He pirouettes clumsily in the air, encumbered by his suit and the uncertain gravity (you know, that thing Sir Isaac Newton invented).

His pleasure is not long lived. His opponent rushes at him, gives him a fat lip and sends him off with a flea in his ear. Before long, a full-scale brawl breaks out, involving players and spectators. Even the referee joins in! Sounds a bit like *Central Weekend*!

So the game we now know as *Xeno* began as a rough and almost ruleless pastime among the colony's platinum miners.

Labouring long hours in harsh conditions, making big money but having nothing to spend it on (a bit like us here at CRASH — ignore the big money bit, though), they found *Xeno* provided the dual attraction of exciting activity and something uncertain in which to gamble their wages (again like CRASH, only without the wages!). In the game almost anything goes, although actually killing your opponent was considered unsporting (but they'd do anything for a Jammy Dodger!!).



XENO TODAY

But that was then and this is now. The modern game's a more sophisticated and humane affair (phew!), though still a tough test of reflexes and athletic ability, not to mention courage.

Using the technology of our age (ie, a couple of old pipe cleaners, an empty cereal box and a pedal bin), the players now whizz about on ground saucers, harnessed and protected, their vitals (oo-er) electronically monitored to pick up early evidence of physical damage (or a very nasty bunion).

Danger and accidents are unavoidable. But the methane blocks and unbridled brutality are gone, thank goodness, and everyone's overcome their Xenophobia (haw, haw!).

THE OBJECT

Xeno's for one or two players with keyboard and joystick options. Each player controls a manoeuvrable disc in an attempt to push a smaller puck through his opponent's goal. The winner is the player who scores most goals and recites the whole of Dickens' *The Old Curiosity Shop and Amenities* without dropping a cabbage on an antelope (we lied about the last bit!).

VARYING THE VARIABLES

There's stacks of options that can be altered to suit your own playing ability/style and haircut!

Defining keys: On the keyboard option, *Xeno* will ask you (in a slight Mancunian accent!) to define each key function in turn. If you choose two-player mode, be sure to define your keys carefully, so both players can easily operate them (without getting up each others noses, or filing for divorce).

Setting the shot time-out: Control of the cursor, showing the direction in which your saucer/disk travels, switches automatically from player to player after a preset time interval, a cup of hot Bovril and an Arrowroot biscuit. It's the time-out period and is entered as a single number of



seconds, from 1–9. By entering 0 you can disable the time-out facility, and you'll probably disable each other as well with a game like this!

Setting the quarter length: *Xeno*'s played in four quarters of equal duration, which may be varied from 1–9 minutes.

Setting the computer handicap: You can handicap the computer by slowing down its response to your shot (or by sticking your tongue out at its granny). The handicap values range from 1–9.

The *Xeno* program has default settings. Just follow the screen instructions if you wish to change them.

Right, you're ready to go!

GAMEPLAY HINTS

The rules of *Xeno* are very simple. Play proceeds in turns from one side to the other, each player moving his disc in such a way the puck is deflected in the desired direction.

You may knock your opponent's disc out of position (sounds painful) or retreat to cover a possible shot at goal. In either case, it's not necessary to make contact with the puck.

When setting the variables, give some thought to the consequences. With very short time-outs, you need to exercise those lightning reflexes to react in time. Also, if a quarter's too long, there's the difficulty of keeping your concentration for a such a vast amount of time (all dimbos and Asda check-out girls take note).

Eliminator

Complete game

Shameless destruction of everything you come across has been the key element to many a good blast (and many a good Europress Christmas knees-up!). And this shoot-'em-up promises nothing less than 100% annihilation using the most hideous array of dastardly weapons. Prepare to become (cue Arnie Schwarzenegger-style voice)... *The Eliminator.*

● From underground there came a machine encircled by death, that kills but cannot be killed. Yes, it's The Eliminator — or our Ed on a Monday morning! A war machine whose solitary quest's to eradicate all forms of life — travelling from planet to planet obliterating all in its path or bridleway.

THRILLS ON TAPE

Station, CRASH reader dudes! That square plastic thing stuck to the front of the mag isn't a Portaloo for a very, very small person (see Fifty Things To Do With Your Spectrum), it's the latest Powertape! Lawks a-mercy, whoever would've guessed! Except, er, pretty much everyone. Stick your tape in the deck and this is what'll you'll find:

SIDE A
Xeno
Eliminator

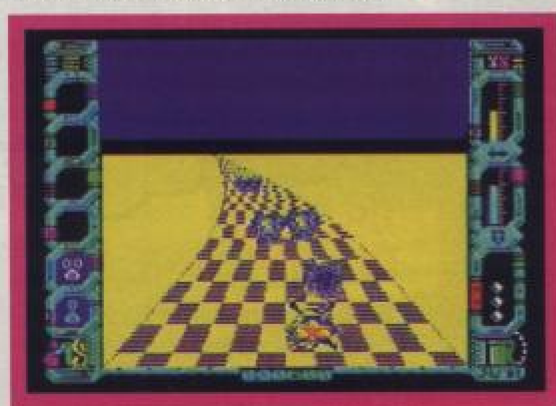
SIDE B
Potsworth Demo
Poke Zone

Look at the little cardboard foldy thing from inside the hinged black and see-through placcy wos'name for loading instructions. If the Powertape won't load, swear a lot, steal the budgie's cuttlefish and send it to: ABLEX AUDIO VIDEO LTD, CRASH 97, HARCOURT, HALESFIELD 14, TELFORD, SHROPSHIRE TF7 4QR. A fully-functioning Powertape should plop onto the doormat in the space of, oo, 28 days, I shouldn't wonder.

GAMEPLAY

Eliminator is a progressive shoot-'em-up set on a long, winding track. The objective is to drive your vehicle through each stage, shooting everything in sight (swearing at lady drivers, cutting somebody up, aggravating vicars on pelican crossings...) and negotiating/destroying obstacles.





THE DISPLAY

Down the left-hand side of the screens are six icons, which represent your weapons. From bottom to top, these are:
1. SINGLE-FIRE CANNON Your starting weapon
2. DUAL-FIRE CANNON
3. SIDE-FIRE CANNON
4. BOUNCING BOMBS
5. DOUBLE-FIRE CANNON Uses up ammo quickly
6. TRIPLE-FIRE CANNON Uses up ammo even more quickly (but it's good fun, though)

Only one weapon may be active at a time.

Down the right-hand side are the following:
1. AMMO Limited supply of ammunition
2. SHIELDS You lose shield energy every time you're hit, lose it and you're dead
3. LIVES You start with three lives and gain an extra one every 10,000 points

The object and creations you meet along the track come in various forms:
1. ALIENS These bounce around, hover or home-in on you like an Electrolux 567 wall-to-wall vacuum cleaner. One shot'll do it
2. WALLS Stationary objects, cannot be destroyed
3. TARGETS Flashing beacons which must be shot in order to pass by
4. RAMPS Sloping ramps which either lift you into the air for a few seconds or flip you onto the ceiling
5. WEAPONS BONUSES Collect these revolving pyramids for an extra weapon
6. AMMO BONUSES Collect these revolving cubes for extra ammunition



You begin the game with three lives. If you make contact with aliens (although British Telecom isn't what it used to be) or come across an obstacle, or lose all your shield, you lose a life and restart the game with the loss of the last weapon you collected (if it happened to be a Vileda Super Mop, more's the pity!).

CONTROLS

Eliminator's compatible with Kempston, Sinclair and Cursor joysticks (Huntley and Palmer, a dead rat and anyone called Miranda, who's Taurus and likes cabbage). Or it can be controlled by the following keys:
In game:

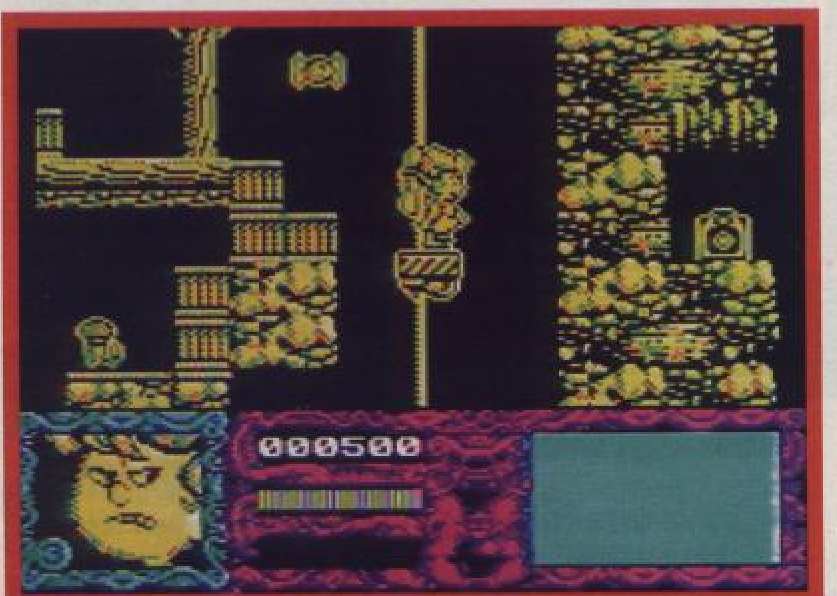
KEYBOARD	JOYSTICK	ACTION
O	left	move left
P	right	move right
Q	up	move up through weapon systems
A	down	move down through weapon systems
SPACE	fire	fire weapon
H		pause game
A		abort game (when in pause mode)
M		tune on/off (when in pause mode)
SPACE		restart (when in pause mode)

PASSWORD SYSTEM

Every few levels you'll be given a password which you can type in on the HELP screen. This allows you to skip the early levels, once you've become proficient at them, and brag about how good you are to all your friends.

Potsworth & Co

Exclusive playable demo!





Walkies! It's time to hide the slippers and get out the flea spray because this is the exclusive demo of *Potsworth & Co*, the latest cartoon marvel to stun the world! Apparently.

● For your delectation, we've got a demo of the first zone in this mammoth arcade adventure. It's the Cave Zone and stars the upper-class pooch's loud-mouthed chum, Rosie of the Midnight Patrol.

She has a giant warehouse to roam around in, where all the dream props are stored. To escape, she must collect five hidden items, including the ancient moon rock, famed for its drowsiness properties (zzzzz...).

To move around this vast level, Rosie must activate the many switches by dropping crates onto them. These control the lifts and barriers that allow our big gobbed girl to progress higher into the level. They also affect certain spikes and enemies.

Being a bit of a cutesy game, you can't kill any of the critters bent on popping you off. Each character has their own way of disposing of the enemy. Rosie's the Midnight Patrol's very own fog horn so she stuns nasties by shouting at them. Leaping on their heads knocks them from the platforms, eliminating them from the game. What a lovely little girl!

Collecting megaphones makes Rosie even louder. She'll soon have the neighbours knocking on the wall if she carries on!

THE FULL GAME

The finished version of *Potsworth & Co* will have six levels, one for each Midnight Patrol character to battle through, then the final confrontation at the Nightmare Castle with the Prince.

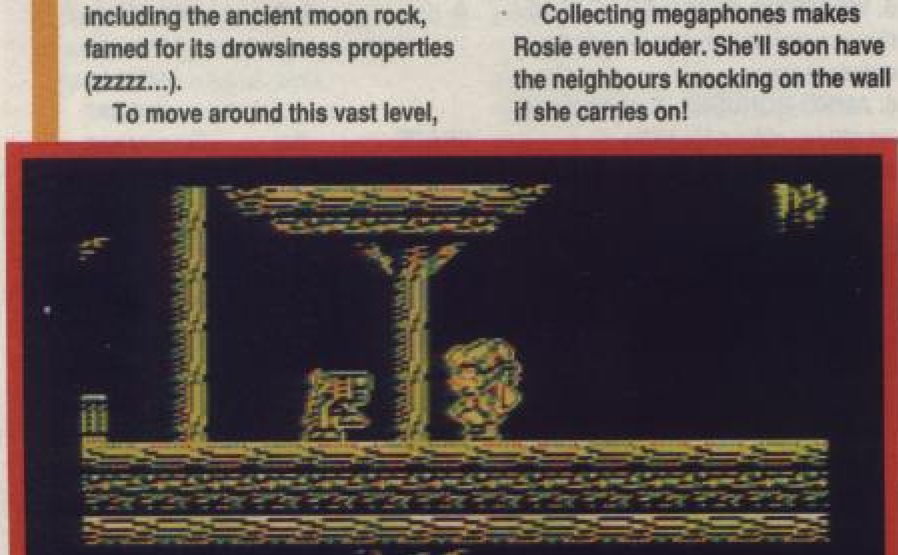
This nasty piece of work has the main ingredient the patrol are looking for, the Potion Of Slumber. Without this the Grand Dozer will never go to sleep again and the Dream Zone will disappear forever. Oh no!

You're their only hope. Help Potsworth and his chums in their quest or the mutt will be banished back to reality and a life of cocked legs and sniffing other pooches' bums!

CRAZY CONTROLS

The keys are redefinable or you can use a Kempston or Sinclair joystick. Left and right move Rosie as appropriate, up makes her jump, down makes her duck and the little lady shouts when you press fire. Down and right will make Rosie crawl. To push crates, run into them and keep going!





Hey, Mr Gamesprogrammer! Get away from that keyboard and look at this...

Have you written a ripping game lately? Arcade, shoot-'em-up, simulator, even adventure, we don't mind. A simple but effective way of having your program seen by the rest of the world is to stick it on the CRASH Powertape! Not only will you receive world fame but you'll earn a bit of cash into the bargain! All you have to do is send a tape or disk along with some instructions and the form below to: EUROPRESS IMPACT, CRASH POWERTAPE GAMES, LUDLOW, SHROPSHIRE SY8 1JW.

Name...
Address...
....
....................................Post Code.......................
Telephone (daytime) ....
Telephone (evening) ....

● IMPORTANT! Please sign this declaration:

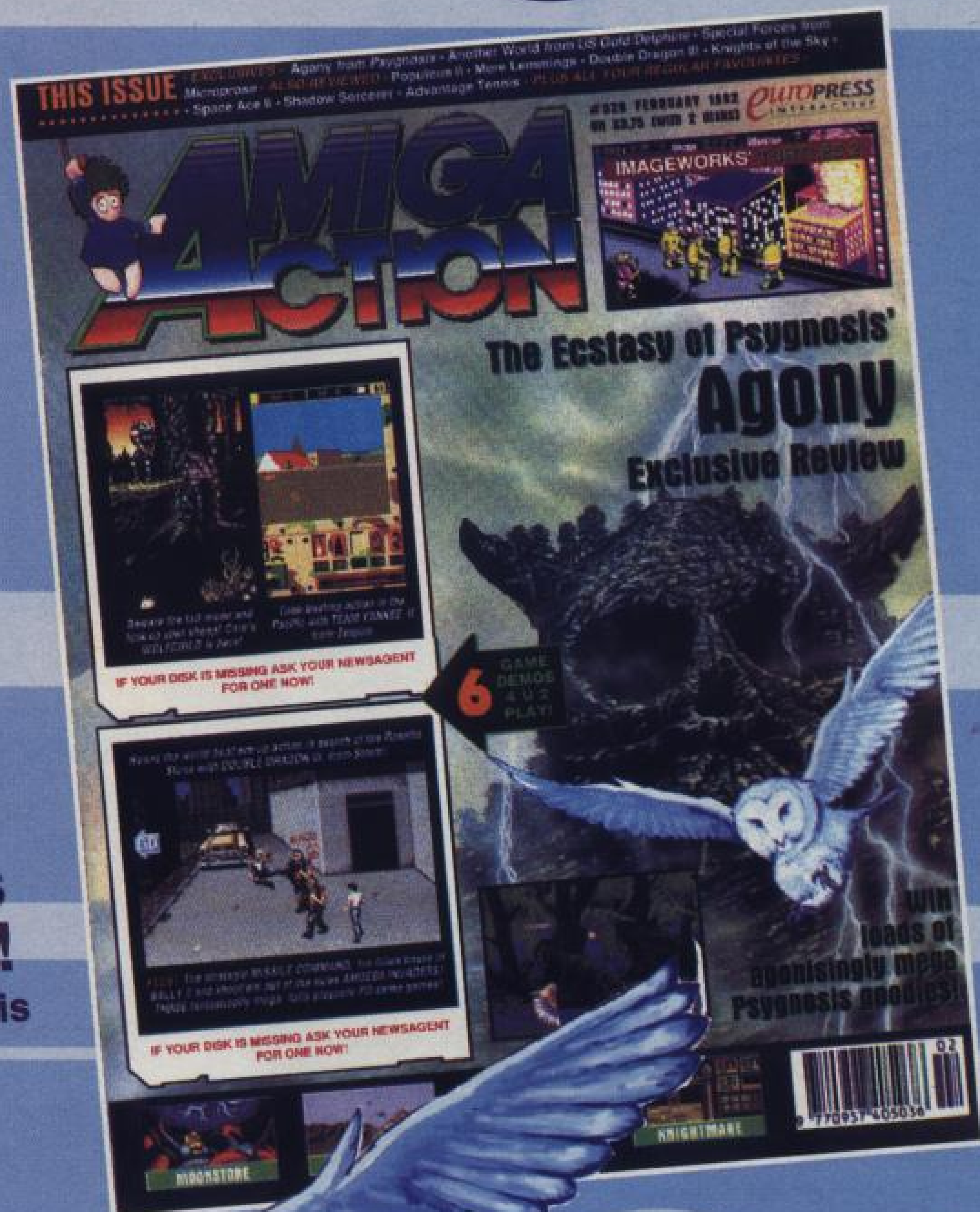
This program is submitted for publication by CRASH Ltd. It is wholly my/our own work and I/we agree to indemnify CRASH against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house and I/we will inform you in writing in the event of this happening.

Signed...
Date...

Remember we will NOT consider any game for publication if you don't enclose this form or a photocopy with your game.

Oh, the Agony!

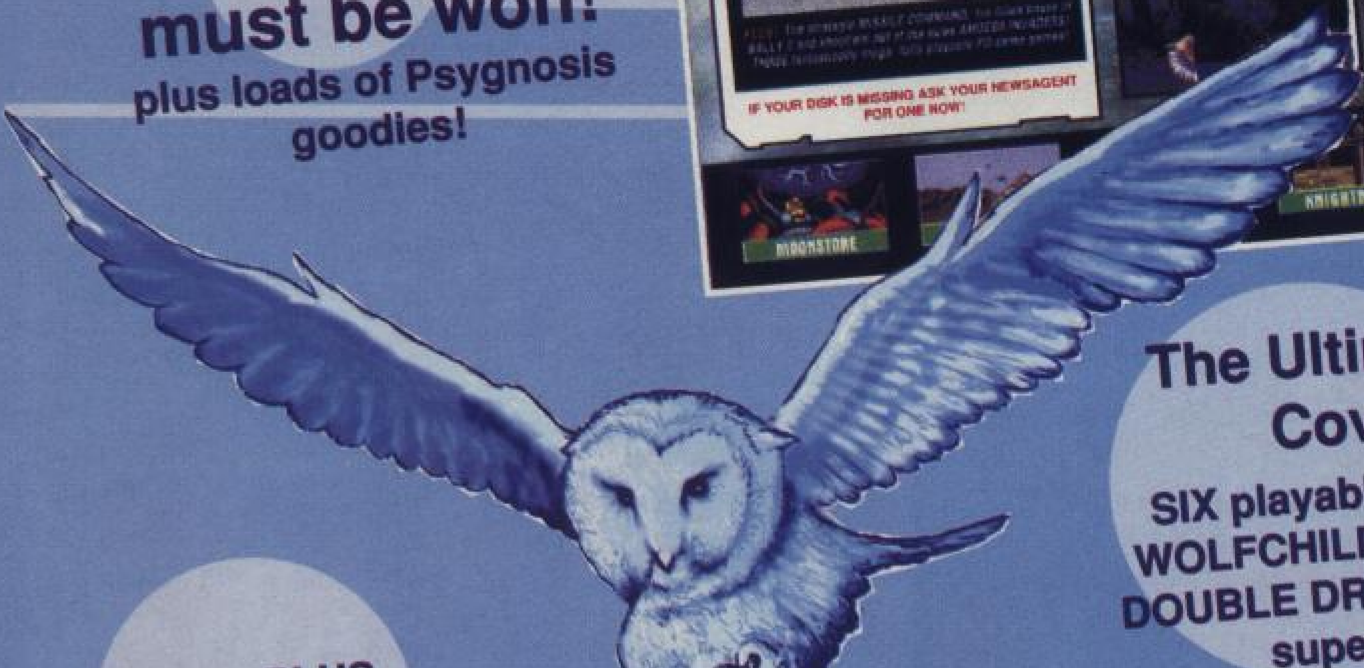
OUT NOW!



DON'T MISS the February issue of AMIGA ACTION featuring an exclusive review of Psygnosis' AGONY and mega competition!

5 Game Boys must be won!

plus loads of Psygnosis goodies!



The Ultimate in Mega Coverdisks!

SIX playable demos featuring WOLFCHILD, TEAM YANKEE II, DOUBLE DRAGON III and THREE superb PD demos!

PLUS
The latest Amiga games news, features and reviews EVERY MONTH!

AMIGA ACTION

happenings

Cheetah delivers Bug and Tortoise!

● We were amazed when one morning this month we received a tortoise and a bug through the post. This isn't the natural way for such creatures to get around (even though there were airholes in the boxes)! They weren't even sent by registered post!

Apparently, these two poor creatures are supposed to improve gameplaying on the Spec no end. Very strange, particularly the bug, since our only previous experience of such things spelled nothing but disaster in the computer game world.

On closer inspection you find this little black insect is made of plastic and has wee knobs and buttons all over it. Duh — it's a joystick! As is its turtle pal — silly me (understatement of the year — Ed)!

The Bug fits nicely in the hand, with a very small control stick in the middle (supposedly indestructible but it didn't stand up to the industrial steam roller too well!). The little chap's two eyes are the fire buttons (how cruel!) and he's got a little switch on his bum for rapid fire (curry not included).

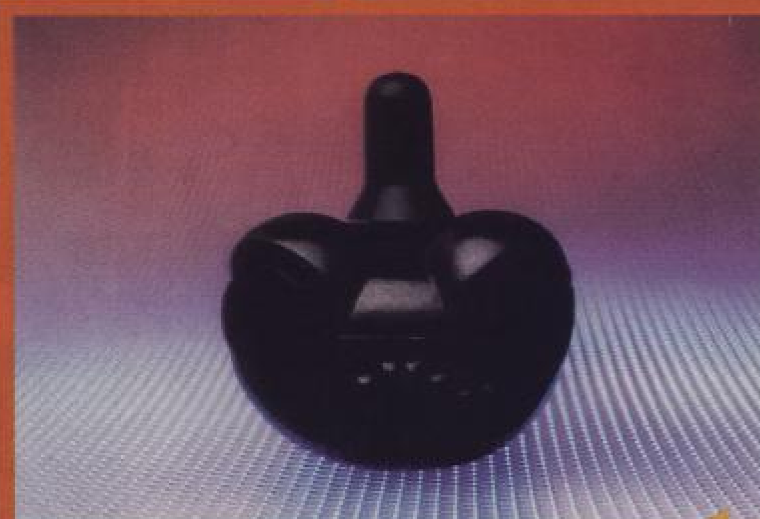
It's very slick to use for fast action arcade games, in fact it's extremely... I'll have to use that word... 'ergonomic' (when you've *quite* finished swallowing a dictionary, Alan —Ed)

The Tortoise is possibly the most bizarre accessory you'll ever see plugged into a Speccy. It's a big green thing with a shell, four little feet and a little head sticking out the front. In fact I'd probably think it was the real thing if it wasn't for the three dirty great red fire buttons on top of his shell (well, that and the wire coming out of him).

You just stick him to the table (I'm going to have to get onto the RSPCA about this, you know) and tilt him in the desired direction, fire buttons positioned in comfortable positions for this unusual method of control. Strange to say, The Tortoise, if you can control your laughter, is rather good for racing games!

For those who wish to take control of identical animal joysticks, The Bug costs £14.99 and The Tortoise £9.99, both from Cheetah..





Wey-hey missus!

COVERGIRL POKER

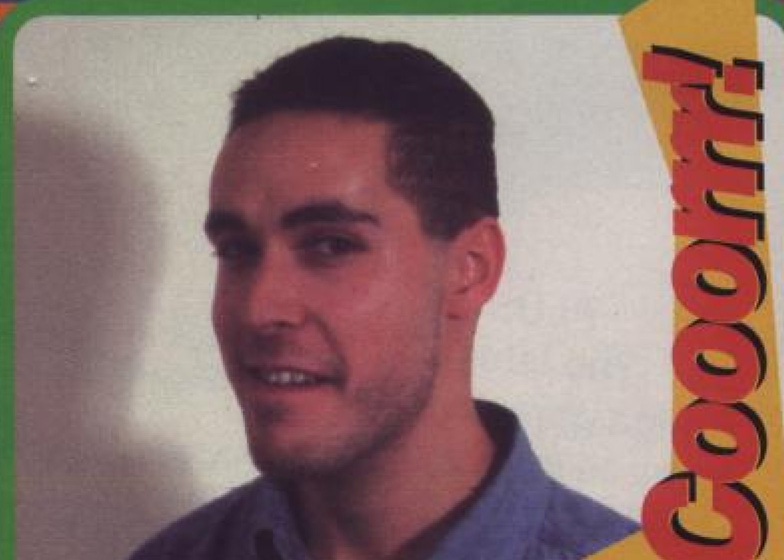
PHWOAR! Here's a rip-roaring game to keep under your bed away from your mum's prying eyes, 'cos it's rumpy-pumpy time with *Covergirl Poker* from The Sales Curve!

In association with *The Daily Sport*, it features eight slinky models, including Maria Whittaker and former Miss Denmark, Trina Michelsen. Play hand after hand of cards to get a peek at a bit more of each model! Don't forget to close your eyes if things get a little too rude, though — you don't want to be corrupted, do you?! (Don't answer that!)

Programmed by Denmark's Emotional Pictures, it's gonna be very interesting to see how they handle digitised pictures on the Spectrum. I remember other 'attempts' at strip poker games like the famed *Maria's Christmas Box*. I mean, colour clash on the lipstick! That'll get your pulse racing!

Buying a copy of the game also entitles the player to enter a competition with *The Sport*. Prizes will include software and calendars!

Look out for these top models down your local software shop soon. (Not in person, of course, although that'd be nice!) *Covergirl Poker* will cost £11.99 on cassette.



Phwoar, look at that! We've actually got a handsome hunk on CRASH! (Okay Al, you can take the thumbscrews away now!) Well, that's all very well for the girlies, I hear you fellas yell — but what about his gamesplaying? It's mega-brill! 'Nuff said.

EXPLOSIVE ACTION

Domark are poised to launch a five-game compilation that promises to blow your socks off. *TNT II... Double Dynamite* is loaded with bombastic arcade blasts from the Tengen label.

All titles are aggressive and trigger-happy (yeah, there's the violence, now where's the SEX? —Ed). The first, *Hydra*, is a hovercraft battle where you destroy everything in your path as you're pursued by 'The Shadow'. Sounds a bit stupid to me, running away from your shadow...





There's plenty of 'yo-ho-ho and a bottle of rum'ing to be done in *Skull & Crossbones*. You're a despicable pirate (don't we all want to be, really?) as you hack your way through the game getting your hands on jewels, gold and lusty wenches (me hearties, Jim-lad etc).

Escape from the Planet of the Robot Monsters is, as you might have guessed, an epic battle against alien robots (oh, how novel)! *Badlands* is a racing game with the attraction of blasting your opponents into smithereens using a selection of dastardly weapons.

Finally, in another of the racing ilk, *STUN Runner*, you tear through 3D tunnels at speeds in excess of 900mph. Sounds like us on that wiggly road to Ludlow in the morning!

These dynamic games will be out before you can say 'gelignite', and at a mere £12.99 could really blow you away (and other equally unamusing puns —Ed).

A NIGHTMARE ON FOOTBALL MANAGER STREET III

Guess what? Addictive have decided to release yet another footy manager simulation.

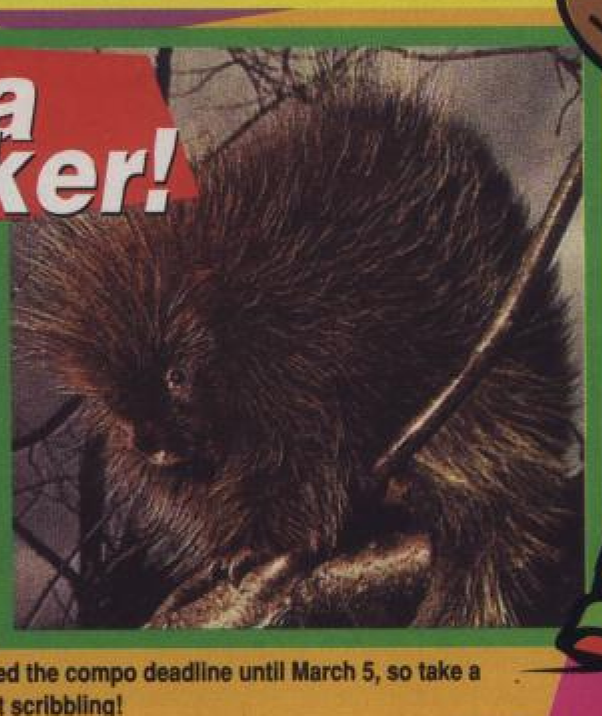
FM3, they promise, will be absolutely the last version of this age-old classic game that's been thrilling Speccy users since the early Eighties (let me hear you say HALLELUJAH! — Ed). That's what they say about *Star Trek* every time they release a new movie, though, so who knows?

Despite being considered more boring than a frame of snooker with Stevie Wonder by some, the *Football Manager* series has gained a cult following.

Fans of this strategical style may be interested to know that *FM3* promises to be the ultimate. There'll be a massive directory of teams, players, individual players' characteristics etc, plus training and all kinds of new features to keep you on your toes.

It'll sting you for £10.99, which might prove a bit on the pricey side for such an ancient game style. But who knows, it might be just what Graham Taylor needs to practice on!

It's a Porker!



Oh look, it's Peter The Porcupine, the subject matter for last month's compo, which Charlie, our daffy designer, forgot to put in (don't worry, he'll be punished!). Don't fret and fuss, we've extended the compo deadline until March 5, so take a good look and start scribbling!

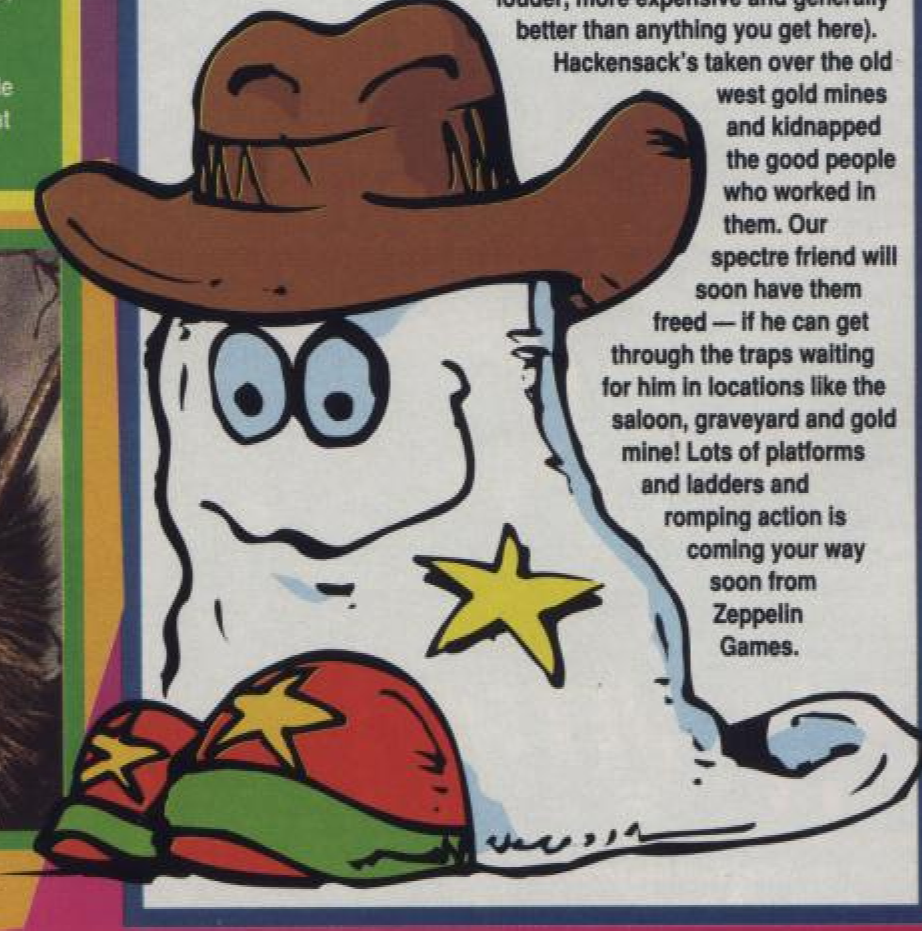
Blinkey's off on his hols!

OOOoooo! That lovable little apparition is off on his hols. He started off at his Scary School teaching the little ghosties all there is to know about spooking people (and generally make them have fatal heart attacks 'n' stuff) but soon got fed up.

He decided to pop off on a nice ship voyage but unfortunately chose the SS Titanic (plank). The ship sank and the evil geezer Arthur J Hackensack sent himself back in time to the Wild West. Blinky just had to follow him and put a stop to his nasty ways so his next destination was that fun loving land, the US of A.

Now *Blinky In America* (or some similar title) has been born with more fun and frolics for the frightening chap. The game's bound to have lots of cacti, Yanks, crap comedies and other American things (which of course means that it's bigger, louder, more expensive and generally better than anything you get here).

Hackensack's taken over the old west gold mines and kidnapped the good people who worked in them. Our spectre friend will soon have them freed — if he can get through the traps waiting for him in locations like the saloon, graveyard and gold mine! Lots of platforms and ladders and romping action is coming your way soon from Zeppelin Games.



Jetsons The Computer Game

Hi-Tec Premier ● £6.99

Wow faaa-rr out maaaa-n! It's another wicked Hanna-Barbera game from Hi-Tec, this time starring that futuristic fun family, The Jetsons! NICK ROBERTS pulled on a spacesuit and put a goldfish bowl on his head to find out more...





● And on the conveyor belt tonight we've got... a set of his and her underwear, a small dangly thing and a cuddly toy!



● Up, up, and away in the trendy little space ship. Good ol' George!

I'd 'Sing the sig' but it'd probably shatter all the glass in CRASH Towers (and I'm not up to GBH of the ear'oles —Ed) and most people remember the *Jetsons* cartoons anyway. They were always on around teatime when I came home from school... ahh, happy memories. Or was that *Ivor The Engine*? (stop waffling, pillock! —Ed).

Anyway, this seemingly harmless cartoon has mutated! A full length feature film did a spot of blockbusting a while back and now there's this triffic computer game!

George Jetson has a problem. His horrible boss Mr Spacely has forbidden him to go home before 1400 hours but he wants the whole afternoon off to take his family to Las Venus for the weekend. (Personally I reckon he's a complete whinger: he only works three hours a day, three days a week as it is! We should be so lucky — unless we work 26 hours a day, our slave-driver Ed docks our wages!)

SPROCKETS AND ROCKETS!

Anyway, being a bit of a rebel and well cheesed off with this Spacely geezer, he decides to go anyway, but he needs help to get out of the Spacely Sprocket factory (trying the front door would be much too easy, I s'pose —Ed).

Runaway chairs, sinister sprockets and faulty chutes are on the rampage to stop George so lots of joystick wiggling is needed to dodge them. The basic layout is similar to other Hi-Tec games like *Top Cat* and *Yogi*. Characters move up and down the screen to avoid objects in a semi-3D environment.

George isn't the only character to crop up in the game (otherwise it'd be called *Jetson*, wouldn't it, readers?). If you're familiar with the words of the theme song you'll know he has a wife, Jane, children Elroy and Judy, and Astro the dog, not to mention the scatterbrained robot maid, Rosey, and robot dog Electronimo.

The eight action-packed levels each feature a different character to control and are split into two styles. Arcade adventure levels are set in places like the factory, the family home and in outer space.

Between these George rides in his 'car', flying through the futuristic buildings collecting bonus points. Speed is of the essence. The jetcar can double its speed by holding down the turbo button.



● Neeerrrooowww! Zooming through the sky with the police on your tail. Oi! Get off copper that hurts!



● Spacely Sprockets looks like a wicked place to work. They've even got one of those drinks machine/juke box combination thingies!

George Jetson – is 35 and works as a digital index operator for Spacely Space Sprockets. He hates working his three-hour workday and is a happy-go-lucky family man with big ambitions.

Judy Jetson – a 15-year-old teenybopper who likes nothing more than shopping for new clothes and going out with boys! She goes to the Orbit High School and loves dancing.

Elroy Jetson – this six-and-a-half-year-old has the nickname 'Roy Boy' and goes to the Little Dipper School. He's always inventing things to help people around the house.



Jane Jetson – is 33 and looks after the family Sky Pad apartment. She loves shopping, shopping and more shopping and is mega right-on and extremely house proud.

Astro – is the faithful canine companion to the family. He worships George and dashes to greet him when he comes home from work, slobbering all over him and putting a paw around his shoulder! His 'pet' hate is having a bath!



● Don't try this at home kids! Sticking your fingers in electric sockets may give you a trendy hair do but it is not clever!

But the space police don't take kindly to crazed motorists and if George breaks the speed limit he's pulled up and given a right good telling off!

As if worrying about the police wasn't enough to slow you down, there are black holes that warp you back if you collide with them.

PUSSY PINCHING?

The strange thing is that the main storyline is based around George Jetson but you play a different member of the family in each level. The second has Jane Jetson running around her house avoiding a horrible cat burglar who's sneaked in — if he gets hold of her she loses one of *George*'s lives! That's equality for you! Judy has to collect hearts in her level to win a kiss from her favourite pop star, Jet Screamer, and Elroy has to find his way out of school after being kept behind.

Jetsons works really well and recreates the cartoon to a tee. What annoyed me at first was the layout of level one. There are holes scattered about the most important screens so by making one wrong move I landed in a screen miles away from where I fell! With me almost tearing my hair out, Al Green came along, pressed a few switches and walked straight through the tricky bit with no hassle at all! Flippin' know-all!



● These flippin' housewives, all they do all day is sit around the house watching Home and Away and drinking rose hip tea!

PALTRY PRICES!

Jetsons, The Computer Game is one of the first releases on the new Hi-Tec Premier range, which means it's more involved than a budget game but not priced out of the range of many gamesplayers. There's enough lastability to justify a full-price release so you definitely get value for money — let's hope other software companies follow suit and bring down the price of their games to make it more accessible.

All fans of the cartoon series will be well chuffed with the computer game. It has all the favourite characters, a nice tune to sing along to and lots of playability! Pop down to your local interstellar software shop and download yourself a copy!

● 86%

ALAN



I truly sympathise with the Jetsons. Living in their luxury hi-tech world (pun intended), life should be soooooo easy. All they want is a nice weekend away but they've got so much to do first; each member of the family has really got their work cut out. *Jetsons* is a real cutey. The graphics depict the cartoon characters very accurately and could have you in stitches at times. At the Premier range price tag, this has just as much fun and depth as many of those games that leave you penniless for weeks on end (sad and desperate times, eh?). Not quite a CRASH Smash but fans of cartoony capers should be onto a winner. ● 84%

Rating

The crazy antics of the futuristic cartoon family come to life on your Spectrum.

PRESENTATION	86%
GRAPHICS	85%
SOUND	81%
PLAYABILITY	85%
ADDICTIVITY	86%
Overall	85%

Think you're going quackers? You will with... Daffy Duck

This despicable duck is the next in line for the Hi-Tec treatment as part of their new Loony Tunes range of software. Who did we send out into the wilderness with a duck call and decoy on his head? Yup, NICK ROBERTS got his popgun out.



● In the Big City level, Daffy has a chin-wag with other characters like Sylvester Jnr



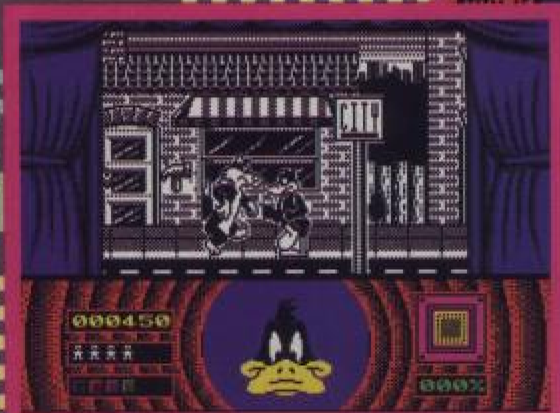


● The impossible chasms in the road have to be crossed the only way a duck knows how — with swinging girders!

One of the most hated cartoon characters has to be Daffy Duck. Not hated by the fans who watch his cartoons but by the rest of the inhabitants of Toon Town. Whatever 'toon he's in, he gets duffed over, his feathers shredded off and his beak bashed off!

His spiffing new game from the Hi-Tec team takes Daffy on a trip through some challenging levels. The big city, a film studio and the smelly sewers are just some of the places the duck has to visit, all packed with tricky puzzles and other characters to interact with.

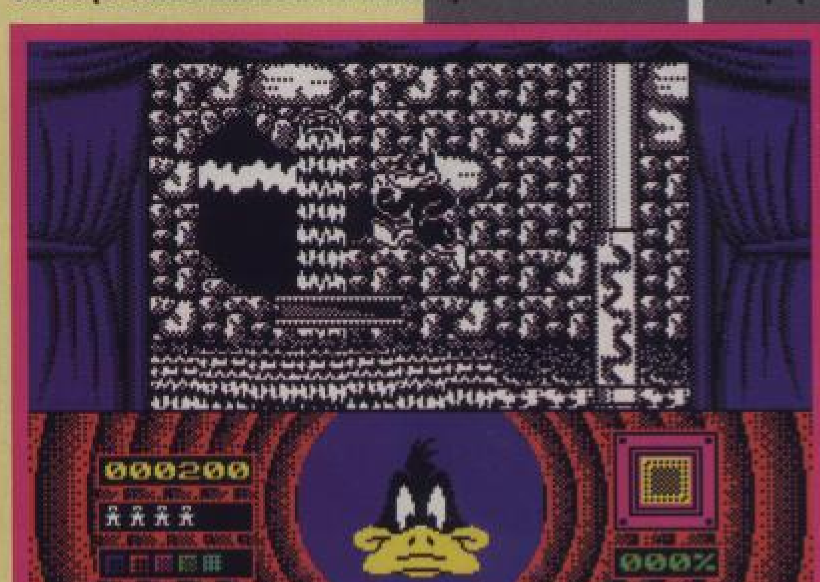
All the favourite Loony Tunes stars make cameo appearances in the game. Sylvester Snr and Jnr, Bugs Bunny, Tweety Pie, Elmer Fudd, Foghorn Leghorn... who knows who else will crop up!



● All Daffy's arch-enemies make an appearance. It looks like Sylvester has a few tricks up his sleeve (or should that be a few mallets!)



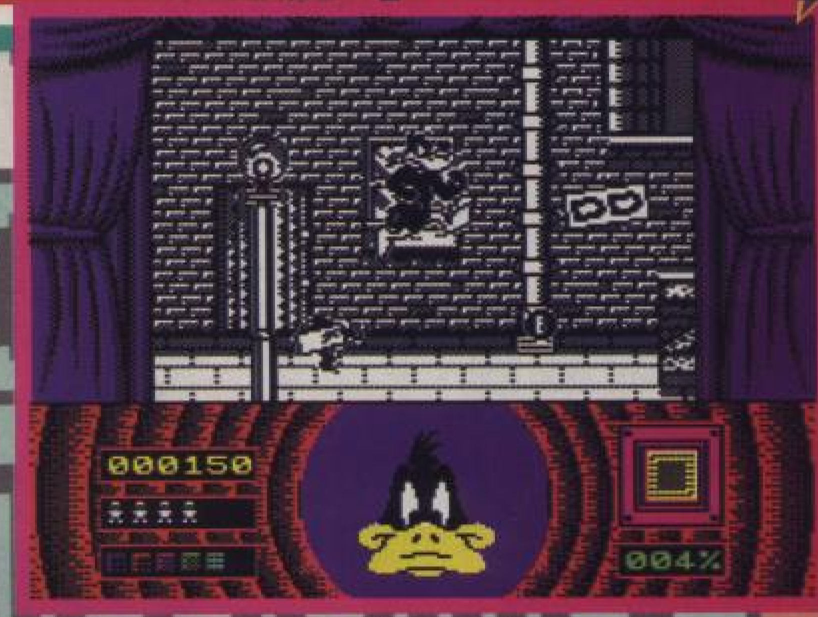
● A helpful shopkeeper can sell Daffy a much-needed item, but just look at his face!



● The Sewer level and a tricky situation. One slip and Daffy could end up in the drink — but I wouldn't drink it! He'll need a good preen after this!



● Making a movie is a dangerous business. 'All you have to do is climb the ladder, jump through the window and access a secret room,' the director told Daffy. Easy-peasy!



● Leaping into the nasties can be useful, too — it stuns them, giving Daffy time to scarper!



● Switching off all the barriers gets our ducky mate out of the level



● A lift's always a handy thing for moving from level to level. Clever, eh?

INQUISITIVE QUACKER!

What makes *Daffy Duck* stand out from the other Hi-Tec cartoon games is the player can interact with the characters he meets. A list of questions is displayed and they can be asked one at a time. Working out which to use is essential to completing the game.

Our winged pal comes in a variety of disguises, too, including superhero and chief inspector! He's great to play and wicked to watch!

On the sewer level, water gushing in the background is animated with a nice flowing effect. It looks really neat and adds lots of atmosphere to the game.

There are lots of animated sequences being worked on for the finished product. They may not all be squeezed in but if they do there's a treat to look forward to!

Daffy Duck's adventures will be winging their way to you very soon, on the new Hi-Tec Premier label. Look out for an exclusive review in a future issue!5.



● Look out for all the famous Loony Tunes characters. I tawt I taw a puddy-tat!



● Our superhero Daffy is equipped with a fully loaded yo-yo to pop off his foes. Wow, man!



Ready, willing and apeful!

Biff

Beyond Belief

It doesn't pay to argue with your dear old mum, peeps. But being sent to your room for giving the old girl some lip is peanuts compared with the fate of Biff the chimp. ALAN GREEN quits aping around and gets into some serious monkey business...

Biff, the hero of budget specialists Beyond Belief's new game, lives in the jungle (which is probably in Africa or somewhere equally sweaty and sticky) with his lovely family in their tree house. All is well until one fateful day when the little chap blows his lid and gives his mum a right royal gobful.

What he said nobody knows — perhaps he called his dearest mama a fat old bag, or maybe told her to rack off when she asked him to do the washing-up. Whatever the reason, she apparently gets this sort of treatment off the little critter on a regular basis. And this time it's the last straw. She gives him a good duff-in and chucks him out of the tree house (blimey, that must've hurt when he hit the floor — out with the bandages)!



Poor Biffy's left homeless and makes off into the dark and dingey jungle, sleeping rough and feeling well sorry for himself — sob! (Serves the little git right, actually.) What on earth can he do to get back in Mumsy's good books and return to his beloved tree house? GROVEL!

Hanging himself from a tree by his left nostril didn't seem like a particularly good idea. Neither did making like an ostrich and burying his head in the ground, so he took the only sensible option — become a complete creepy pants by doing a few good deeds.

If he completes enough tasks he'll be back in the tree house, safe and warm tucked up in his snuggly bed with a chip butty (spiced with lashings of brown sauce). But the jungle's a dangerous place, full of all kinds of creatures dying for a bit of Biffy blood (bones and flesh as a bonus).

Putting on his bravest head, the errant ape piles around the screens desperately searching for various bits and pieces with which to complete his mission.

He's got all sorts of jobs to do such as building rope bridges, scaring crows, planting chocolate trees then reaping the choccy for Mumsy (wotta crawler!), all the time avoiding and/or beating hell out of the lions, tigers and bears that feel like a Biffy butty for their tea (together with lashings of battered bunnies).



FUR WILL FLY!

Beyond Belief boss, Jim Scott, reckons *Biff* is a bit of a *Dizzy*-style game — only much harder. It's an arcade/adventure platform game which looks well above average.

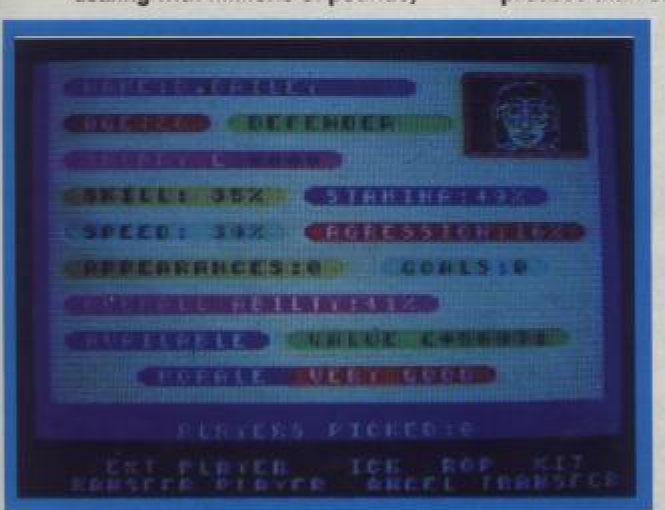
The graphics are rather tasty and the game itself promises plenty of 'adventure' as well as 'arcade'. Plus it's a right cutsey that'll make you feel all soft and cuddly and loveable and — (okay Alan, cut the crap and get on with it —Ed) even though at first glance I'd swear young Biff is a frog!

However, if you're into those crazy hair-tearing games, this little corker, at the bargain budget price of £3.99, should be right up your street. Keep your eyes peeled on CRASH for the first, mega-exclusive review!

Jimmy's Super League
Beyond Belief

Football's a funny old game, isn't it (thank you Greavsie)? And there's no one who understands that better than the managers themselves (cobblers, every footy fan in the stands on Saturdays know ten times more, according to them — Ed).

What a traumatic time they have, dealing with millions of pounds, controlling so many people and constantly having to prove their worth to their superiors (much like the administration of CRASH, actually).



And apart from all this stress, they've got to spend most of their time couped up in an office sorting out the team. It's not a glamourous job (unless you're Ron Atkinson) but there's no doubt the football manager is a revered member of the community (unless you make a mess of it, in which case you're hounded out of Britain).

If you fancy the challenge then help is on the way. *Jimmy's Super League* is a footy manager sim which looks like it could inspire would-be soccer bosses to great heights (perhaps it could teach Bobby Robson a thing or two —Ed).

Sat in you're cushy office, you organise transfers, select the team and so forth in preparation for the Super-league. This looks like it'll be a bit more of a sophisticated process than on previous manager sims (or so the press release blurb says —Ed).

You've actually got to wheel and deal with other managers on the phone to negotiate transfers. And when selecting the team, each player has got a vast array of variables to consider (I beg your pardon! —Ed).

On top of this strategical fun and games, every match gets played with a full running commentary from David Coleman (or one of them lot). I'm not sure if this commentary will be comprehensive enough to include those incredible cock-ups that he makes so frequently, but good fun's guaranteed.

And when there's any goal mouth action, we see it in full graphics from a grandstand position (I think that's *Grandstand* on the telly, not a pricey seat in the ground).

Out now, *Jimmy's Super League*'ll set your piggy bank back a mere £2.99.



Izzy, wizzy, let's get busy!

Imperial Wizard

Code Masters



Oh dear. The world's in a bit of bother — completely overrun by an evil pain-in-the-neck wizard type. (Aaargh, no! Not Paul Daniels!) ALAN GREEN waves a magic wand and descends into an underground kingdom in search of spells, a Penisaurus (ban this game IMMEDIATELY — Mary Whitehouse) and magic mushrooms to save us all...

You don't see a lot of wizards these days, do you? That's because life's so peaceful, some believe, there's no need for their powers (they should have a look around Ludlow on a Friday night, I reckon!). Hence the sacred art of magic has been lost in the depths of history — or taken over by balding little wazzacks who over-use fatuous phrases such as 'Not a lot'. But there's one who's been continuing his work all this time.

Practicing black magic for the past five generations (wow, that makes him at least 150 years old — we're talking MAJOR crumbly!) is Merjuk, who's established a kingdom deep in the bowels of the Earth and become the most powerful force of all. There he's amassed an evil army. And the time's come for them to strike (cue the Flying Pickets).

Making a major nuisance of himself, this Merjuk fella's wasting towns and villages, finally overthrowing the crystal city of Crynthos and capturing the mega-girl's blouse — Princess Sephrenia.

KALTIN THE ACT

What can be done? We all know Paul Daniels would have problems sorting out a scuffle in a playpen, let alone saving the world. So the people called upon their last chance: Kaltin, the last known Imperial Wizard (yep, that's you!).



Now old Kaltin's a bit rusty on his wizardry these days and there's no time for a refresher course. So the best thing he can possibly do is infiltrate Merjuk's kingdom, find his evil spells, and use them to destroy the wicked sorcerer's plans of domination (easy, huh?). He leaves for the underworld to seek out 'the lost parchments of truth', rescue the princess babe and generally be a cool dude.

Down in the vast maze of subterranean tunnels there's a lot to hinder the old wizard. Skulls, mutant frogs, demon dwarves, rock men (no, not metal fans, stupid; they're men made of stone), a Penisaurus (several enraged huffing noises from Madam Whitehouse), an elephant man, WarWitch (Merjuk's bit of stuff), and all sorts of other nasties out to get him. And it's even raining poison down there (I've heard of acid rain but this is ridiculous)!



RAZOR DISCS AND MAGIC MUSHROOMS?!

Still, mustn't grumble, things could be worse (oh yeah, how? —Ed). There are a few weapons lying around: rockets, fireballs, razor discs and other dastardly tools help Kaltin on his way (and he's not too bad with his fists). All weapons are dependent on Kaltin's strength and other variable factors (ie, there's a bit of strategy involved).

Hidden bonuses in the form of extra ammunition, invulnerability, speed-ups and power-ups, vitality sacks and so on give you an even better chance. Magic mushrooms help you on your trip (ha!). Get all the parchments then, with ever-increasing muscles, confront Merjuk and save the drip... er, princess.

This multi-levelled platform game from Code Masters looks like it could be something special (anything that can rack off Mary Whitehouse can't be bad!). Apart from promising to be very big, it's going to be hot with action and deep in strategy (okay, Richard Eddy, y'can take your foot off my throat now). Yours for a for a paltry £3.99, cobber. Keep 'em peeled.




TAKE YOUR SENSES TO THE EDGE...
... AND BEYOND!
SPACE CRUSADE
FAILURE BRINGS NOTHING. SUCCESS WILL BRING IMPERIAL HONOURS...
Enlist with the Space Marines and enter the fiercest conflict mankind has ever faced! Forgotten starships infested with a multitude of evil creatures from the Realms of Chaos drift from the Warp...
...Aboard these silent alien hulks, the space Marines battle to save humanity. Only the bravest return from fighting the hordes of Chaos and the mighty war machine Dreadnought. Will you be one of them?
Available on: Atari ST/STE, IBM PC, Amiga Spectrum, CBM 64/128 and Amstrad Cassette & Disk.
Screen shots from Amiga format
GREMLIN
Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street, Sheffield S1 4FS.
© 1991 Hasbro Bradley UK Limited. All rights reserved. "Space Crusade" was developed in association with Games Workshop Ltd.

The SAM Pages

Postman Pat's a right wally, I'm sure you'll agree, but that Fireman Sam's a real dude, sporting bright yellow waterproof trousers and– Oh, it's the SAM *computer* page...





MIX MASTER MIKE AJ!

Forget boogying down at your local club, you don't even have to leave the comfort of your armchair if you get copies of these wicked sample disks from Mike AJ! There've been a few sample demos on the SAM before but not ones that last an amazing three minutes!

The first disk has three sample demos: *Popcorn*, originally heard on *Fred* disk 15 with over 45 seconds of horribly annoying tune (I think it's triff, y'bast! —Prod Ed); *We Will Rock You* by Queen, Mike's version of the classic rock anthem; and *Dragonsfunk* by Moby, an Amiga track totally reworked for the SAM with over two minutes of stereo sound!

The second (and best) disk is a three-and-a-half-minute remix of Pet Shop Boys' *Always On My Mind*. The quality suffers a little due to the length of the mix but it had everyone dancing around the office (liar! —Ed) so it can't be bad!

Mike Andrews works with Pete Clark on the disks, calling themselves AJ Incorporates. Several of their disks have received SCPDSA awards and their next masterpiece will be a tribute to Freddie Mercury. Contact the Public Domain software organisation to order the sample demos.







LERMING FROM THEIR MISTAKES?

Lerm Software have just released a new version of their indispensable disk utility, *SAM Disk*. It takes all the features of the original and adds useful new ones to make life (even) easier for everyone. There's an improved repair feature that can create loadable bad tracks, a RENAME option for files, two types of disk FORMAT and two types of file COPYing.

The best feature of *SAM Disk 2* is the ability to REPAIR, FORMAT or UNFORMAT any track you select. People who're lucky enough to have two disk drives can copy disks at hyper speed, too. The program will only format tracks it needs to, saving considerable time.

It costs just £7.50 to upgrade from *SAM Disk 1*; contact Lerm for details of how to buy *SAM Disk 2* from stratch. Lerm Software, 11 Beaconsfield Close, Whitley Bay, Tyne & Wear NE25 9UW are the people to order your disk from.





GOODBYE, SAM HOTLINE!

I'm sure the person who pays the phone bills in your house will be glad to learn SAMCo have scrapped their hotline service, which kept users up to date with SAM goings-on, straight from the horse's mouth.

But before you break down and cry with the thought of not getting your monthly fix of SAMCo, listen to this: from the brain of Alan Miles comes the News Disk! This will be a monthly disk available to everyone on the big SAM database (for a nominal fee, I assume) and will include text files holding news about your favourite computer plus screenshots and level demos of the latest software releases.

The first issue of the SAM News Disk was due for release on January 17, featuring demos of *Batz 'n' Balls* and *Manic Miner*.



30TH CENTURY SOFTWARE

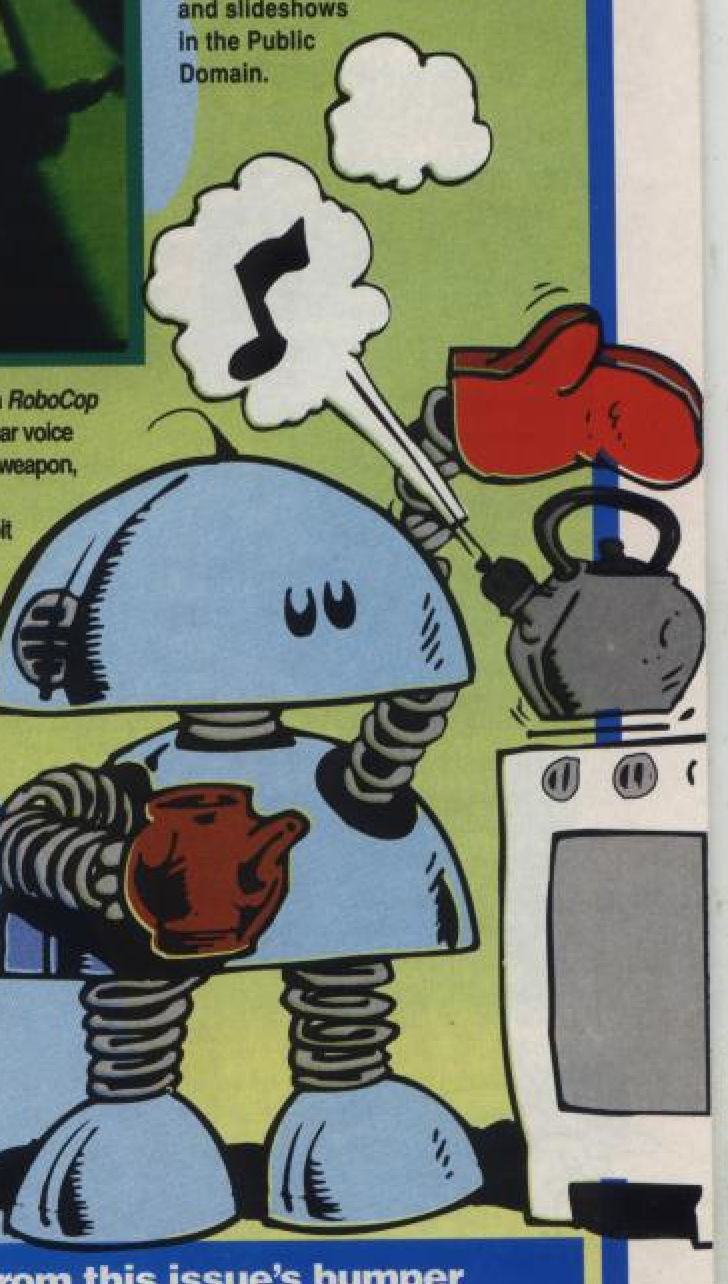
One thing the SAM software scene isn't short of is disk magazines, as the previous item went some way to prove. They come into the office by the wheelbarrowful... Okay, that's a bit of an exaggeration, but there are now several to collect. The latest has the trendy name of *Nexus* from 30th Century Nexus, the people who produced all the graphics for Blue Alpha software!

The two issues I was sent were wildly different in content. The first had the usual menu with lots of text files to read and a couple of demos, including an *Advanced Skoda Simulator*! The other was packed full of sound samples for use with the Blue Alpha sampler, including Bart Simpson, RoboCop and Michael Jackson. The ED-209 from *RoboCop* was the best sample, a clear voice booming, 'Put down your weapon, you have 20 seconds to comply.' The rest were a bit iffy, sample speed and quality a little lacking.

All you disk mag collectors can get copies of the *Nexus* disks from 30th Century Nexus, 59 Tithe Barn Road, Stafford ST16 3PL. Issue One costs £1.30 and the rest £1.60. Make cheques payable to Patrick Griffiths.

SAM GALLERY

Many people don't appreciate the quality of graphics produced with our blue-footed friend; they just think SAM's a glorified Spectrum so don't even want to bother with it. To prove how wrong they are, here's the CRASH SAM Gallery, showing off some of the better pieces of artwork found on disk magazines and slideshows in the Public Domain.





That's all from this issue's bumper bundle of SAM news and gossip — I hope you enjoyed it. Send all things SAM-wise to: SAM PAGE, Nick Roberts, CRASH, Europress Impact, Temeside, Ludlow, Shropshire SY8 1JW.

Jumping Jellybeans, it's the Jetsons Jackpot!

Win a tremendous telescope and stupendous sprocket (?!) or a whizzo video!

The Jetsons are one crazy family. If you thought their spaced-out cartoon adventures were a touch on the wacky side, you'll find their computerised escapades just as crackers.

In the Hi-Tec game, Mr Jetson's decided to take the family to Las Venus (tee-hee) for a nice relaxing weekend. Sounds simple enough, eh? WRONG!

For starters, old George needs the afternoon off work. But, being a complete fascist and probably a distant relative of Attilla The Hun, his boss won't let him. So George decides to bunk off anyway and has a mad old time escaping the clutches of his pursuing employer (we at CRASH know about that sort of thing!).

The rest of the family are also in a bit of bovver. Jane Jetson has to tackle a cat–burglar in the family home (obviously the wrong house — The Jetsons don't even have a cat — ho ho!), while Judy's having a ball at the space–pad, watching her fave star, Jet Screamer. Judy's so keen she won't leave until she gets in a snog-up situation with Mr Screamer (girls, eh?)!

WHACKY!

Elroy Jetson's been playing up at school and has landed himself in detention. Knowing his lovely family will be itching for the off, he does a bunk (clearly taking after his good ol' dad).

But the masters are after his blood — one false move and the poor little blighter's back in the Headmasters study for six of the best!

If you ask me, by the time these space-age folks get all these things sorted out the only holiday they're going to fancy is one in bed, sleeping it all off.

The Jetsons is the first of Hi-Tec's new Premier range at the rather chuffing price of £6.99. Yes, there's more to come, so if you don't like this one — tough! Watch this space for forthcoming titles.

PEEPING TOM PRIZES

And the good news is that the splendid chaps at Hi-Tec are celebrating the launch of *The Jetsons* and the Premier range by giving away some incredible prizes for our competition.

First there's a tremendous TELESCOPE for aspiring astronomers (or pervy peepers who want to gawk at their neighbours). This comes complete with a sprocket (a what?) so you'll be able to enter the space age without delay.

Six lucky runners-up can get their greedy hands on copies of classic *Jetsons* videos. Not bad, eh?

Question Time

To be in with a chance of winning these fabbo thingies, all we ask is for you to answer these easy-peasy questions:

1. Which cute little robot dog do The Jetsons look after?
2. Name a Hi-Tec game starring another two dogs.
3. Just what is a 'sprocket'?

...and here's the tie-breaker question...

4. If the Jetsons bought a budgerigar from the robopet store, what would they call it?

Got it? Just pop down you're masterly answers on a postcard, put a stamp on it, and send it on its merry way to: I WANT TO FLY TO THE MOON 'COS I'M A SPACED-OUT HIPPY COMP, CRASH, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE SY8 1JW.

Get them entries in by March 20 otherwise Oz the Gweat and Tewibble might come round and eat all your popcorn. The editor's decision is final 'cos she's well 'ard. Argue and you're liable to find yourself with red hot needles up your toenails.





Greeeeetings, my little ear wax specimens! How's it hangin'? (slowly and painfully for maximum strangulation purposes, I hope). I've had a stack of letters whinging about this, that and the other this month, which is fair enough — what else is an agony aunt for, eh? Well listen up. When things are going really badly, when all you want to do is fold yourself into a salt 'n' vinegar flavoured crisp bag forever and ever and even the cockroaches are deserting you, don't despair, just take on board my sacred philosophy:

'LIFE'S A BITCH... AND SO AM I'

With that attitude in life you can't go wrong, 'cos if things aren't going too well you can just go out and cause someone else loadsa grief which makes you feel so much better. Anyway, I've decided you lot out there are a complete load of nutters. Your letters are getting crazier all the time. And you know what? I LOVE IT! Keep 'em coming, together with all your cartoons, photos and pictures. Next month we're running an 'Ugly Mug' page so I want the most hideous photos of yourselves that you've got. The winner gets a mystery prize from the CRASH goody bag. Send it all to: LUCY'S LETTERS, CRASH, Europress Impact, Ludlow, Shropshire, SY8 1JW. And don't forget the £40 software voucher for the letter of the month.

Double Dealing

I'm a 14-year-old closet weirdo/trainspotter/Timmy Mallet fan and a self diagnosed schizophrenic. My body is the residence of two people with different wills (you have no idea how hard it is to do simple things like eat a Crunchy bar and wipe your bum at the same time) and the worst thing is — I'm not even always the same two persons! The other day I was Maggie Thatcher (boy, that was a shock!), the day before I was a banana!

Having been just about everyone in the country, I sign my name differently with every incarnation. So you probably haven't realised that I've sent every single letter ever printed in CRASH, making me fabulously rich.

You probably think I'm mad (and maybe I am) but what can you do about it? Send me loadsa money for some medical help, give me Claire Rayner's address — I don't know.

I must go now as I'm having one of my turns

Ali As, Norwich, Norfolk

Oh dear, you really are in a state, aren't you? Well don't worry about it, lovie, this sort of thing is very normal for an adolescent. Just follow these three simple steps and you'll be fine: 1. Buy a good sharp knife. 2. Insert it in your cranium. 3. Being careful to keep a straight line, cut yourself completely in half. Simple, eh? No more split personality (wow, sometimes I excel myself).

Ed

Devilish Dealings

I'm writing to express my horror to find that the CRASH team are all Devil Worshippers. I've discovered that playing a CRASH Powertape backwards at a slow speed reveals secret satanic messages! It's my guess that you're trying to brainwash the entire nation with these tapes and as a result I have burnt my entire collection. Please stop trying to take over the world by these means as *Neighbours* is just getting good. I leave this in your capable hands.

JR Hartley

PS All of the above is B******S!

PPS Please excuse my French.

Gosh Mr Hartley, what an honour to have the star of a popular phone book ad writing to our humble office. I must grovellingly say I read your *Fly Fishing* book from cover to cover and thought it was... a load of CRAP! Basically, you boring old fart (anyone who likes *Neighbours* has to be a boring git), why didn't you make like a Guy Falkes and throw yourself on your CRASH Powertape bonfire (and if you ever call my hands capable again I'll SUE you!).

Ed

It's Beadlezeebub!

In reply to R Johnson's letter in Ish 95, I had a strange Powertape phenomenon that shocked me greatly. I shall start at the beginning:

Not long after the evil plague that swept the world making it void of CRASH had passed, I received Issue 95 of the magazine containing, I quote, 'Crucial Sinclair Spectrum Action'. 'Ahh!' I thought, 'something to brighten up my dull, worthless little life and that of my horribly innocent Spectrum +2.' But, nay, I did not, nor ever could conceive of how it would change my poor unsuspecting, grey-cased little pal (sob!).

I proceeded in the most civilised of manners to load up the Powertape concerned. Hmmm! Not bad games. Then... it happened. I was loading the *Titanic Blinky* demo when a deep satanic voice arose from my TV commanding me to kneel before the Prince of Darkness!

Suddenly (as if done with a cheap and rather unimpressive visual effect), a large puff of smoke arose from my Spectrum and there stood Jeremy Beadle, Lord of all Darkness and King of Evil. He commanded me to watch *You've Been Framed* every week or I'd rot for eternity in his garage with only re-runs of the (appalling) show *Beadles About* and back issues of *Your Sinclair* to entertain (?) me.

Please help me with my mighty dilemma. I know not which is worst. My Spectrum isn't working anymore (would you if JB had materialised out of your expansion port — oo-er). Please, please, please help me! Auf watzit!

Ernest Van Blobbenshwaffer III

PS Will you please marry me?

• • • • • • • • • • • • • • • • •

Having to face *Beadle's About* would be child's play compared with marrying me. We're talking a fate worse than having your trousers ripped off and being tied to a lamp post in sub-zero temperatures here. On the other hand, the other punishment for not watching *You've Been Framed* is too hideous to contemplate, so if I were you I'd get a nice easy chair and settle down to a night in front of the TV.

Ed

Say Cheese!

I recently purchased a Swiss cheese called Frank, only to find it had a CRASH Powertape affixed to its rear. I think there's been some sort of mistake, because Frank usually has a *Swiss cheese* Powertape attached to the *front*. I'm returning the CRASH Powertape and hope you can send me Frank's Swiss cheese Powertape or anything of similar priceage, ie, a BMX, a Vivaldi CD or a Pepperami. Thank you for your support. I hope you can fulfil my wish.

Kevin Phillips, OBE, MBE, HG Wells, Swanborough

PS A Cheddar cheese Powertape will certainly not do. So don't try it...

• • • • • • • • • • • •

When I lived in the depths of Welsh farming country, if someone really narked you, the accepted practice was chucking them in the nearest muck spreader, hence filling their mouths with ** and rendering them speechless. So all I've got to say to you, plank, is take your Swiss cheese and GET IN THE SPREADER (then you can have cheese spread — HO HO!).**

Ed

Judgement Day

Since you spend your time passing judgement on others, I thought it was time you had a taste of your own medicine. Here's my view on CRASH 96— including percentages!

I find CRASH Corner a most amusing and enlightening view of the CRASH crew, although I suspect certain people lie or exaggerate. Or both. It's also the only page where you can see everone's caricature. What an odd looking bunch! Lucy looks like Liza Minelli with scrambled egg spread all over her bonce, Nick looks like a baked bean sporting a Vanilla Ice haircut, Corky's Lon Chaney Jnr's stunt double, and Warren's got a vast, arrow-shaped nose which makes him look like Nemesis from *2000AD*! Bizarre! Overall: 89%

Game Thrills... *Battle Valley* looked like something from *Khaki Underwear and Gun Fetishists' Monthly* (Now incorporating *Gasmask User International*)! Very, er, macho. Hmm, a varied look to Thrills this month but it didn't quite gel (certainly not Ultra Ultimate Rather-strong-now we-come-to-mention-it hold). Overall: 81%

Happenings doesn't cover as wide an area of topics as it should. There's more to life than computer games, you know! The major fault in Issue 96 was the *Kawasaki* piece — it was just like a preview! And where was the pic of Alan for 'CRASH Goes Green'? Overall: 74%

It's tricky for me to comment on the SAM page because I've only got a +2 (I'm not made of money, though if I was I'm sure I'd be very popular). But I'm sure those who own this machine enjoy it. Overall: 82%

Lucy's Letters could be improved by including this one (a-hem) and is a fair sounding board (78%), but I've never been interested in adventures (never will be) so the Trail only merits 66% from me. Techni-Tak has its uses but could soon become boring as technical topics are used up — 82% at the moment.

A photo story?! In CRASH?! Actually, I think it was the best thing in this issue! A very silly story and Nick looked a right prat! But the star was the rubber-keyed 48K Speccy! It deserves its own column! Let's have another photo story soon, starring other CRASH peeps. Overall: 96%

Playing Tips and reviews are about as good as they've ever been, although both virtually ignore a sizeable area of Spectrum product — rereleases. If these were given more coverage, they'd deserve more than the already healthy 92% and 94% (respectively) I award them.

Improvements: why not use a little space to review other forms of entertainment, videos, comics, books, music and so forth? And a rival publication prints mini-crosswords; I don't like them but how about a puzzle page of some kind? That way you could interact with your copy of CRASH!

I'm sure plenty of readers have views on the things I've mentioned — I'd be interested to hear what they think. Keep up the good work!

Michael R Atherley, Birmingham

• • • • • • • • • • • •

Comments noted, understood and digested (and very tasty they were, too). We aim to please, but you know what they say — you can't please all the people all of the time. But we'll have a damn good go!

Ed

It's Worse Than That, He's Dead, Jim

I'm writing to give my two-pennyworth on the 'Death of the Spectrum' issue. I don't believe the Spectrum is dead but I do think the end is near (repent, repent).

The vast majority of my friends have disregarded their Speccies and purchased the likes of the Amiga and Sega Mega Drive. I also have an Amiga but this is primarily for my parents business uses and word-processing letters such as this one.

On comparing the Amiga to the Speccy I worked out it has 896 more K than a Speccy, enabling Amiga programmers to produce better games, admittedly at higher prices but still worth it.

As I see it, the only solution is for Amstrad to bring out a new Speccy with 1 Meg memory and 4000-odd colours

Home Making

I've collected every edition of CRASH, since issue number one. The problem, as you can imagine, is space.

But I had a flash of inspiration recently while walking past a building site. Now my entire CRASH collection has been used in the construction of a small community just outside Basingstoke.

The covers were used to build a small Anglican church, which falls down every so often but serves its purpose nonetheless. Because the whole town is made out of paper, it's portable! So you can have a small community just outside Munich, if you so desire (as long as you can get it through customs!).

There *is* just one other problem. It's not advisable to stick it on the summit of a large hill, or indeed by an ocean, as the print starts to run and the inhabitants get ink on their toilet seat covers and things in general get decidedly moist.

Mr Barrat Holmes, Atlantis

PS Deserts aren't advisable either. Paper has the annoying habit of combusting at the most inappropriate moments, ie, coffee mornings, gala lunches, bridge evenings and canine-swapping parties.

• •

Well Barrat, that's some very constructive advice you've given us there. I suppose Dizzy, Captain Planet, Peter Pan and Nelly the bloody Elephant are living there as well, are they? I suggest you go for a nice holiday in a place where there's lots of trees and birds and flowers and things...

Ed

very quickly or it will, unfortunately, be too late.
Jonathan Hardman, Solihull, West Midlands
PS The worst thing, if the Speccy should die, would be the loss of CRASH.

• • • • • • • • • • • • • •

If only Amstrad would, Jonathan. There's still endless possibilities for the old girl but with Amstrad taking their 'Well if we ignore the problem it might go away' attitude and software houses everywhere abandoning the Speccy market and going onto 16-bit and console stuff, it's starting to look a bit grim. Perhaps we should start a Save Our Speccy Society.
Ed

Gimme!

I'm a Speccy 128k owner. I'm sick of my friend because he owns a Sega and says I should get one because the graphics are good, but I think Segas are rubbish.

Anyway, let's get to the point: I'm really bored with the same crap games so I thought I'd write to CRASH. As I have crap games and you guys and dolls are so cool, I thought you'd send me *WWF*, *Bart Simpson* or *Edd The Duck* as I can't get them — BOO HOO HOO! So will you please send them or I'll slap myself with a wet haddock.
Andrew Futers, Co Durham

• • • • • • • • • • • • • •

Didn't your mum ever tell you what thought did Andrew? He thought he'd farted but he'd ** himself! You've got about as much chance of getting games out of us as you have of getting a choc-ice in the desert. So dream on, baby...**
Ed

Can You Sey-mour?

Great to see you back so quickly. It was sad to hear of the demise of Newsfield, as they published several good magazines. Does anyone know what has happened to FEAR and FRIGHTENERS, as I haven't seen them back on the shelves yet?

I've been looking for *Seymour Goes To Hollywood/At The Movies*, whatever it's called, ever since it was previewed in the CRASH May 1991 issue, but I still haven't found it, except in the recent *Cartoon Collection*.

Trouble is, I've got four of the five games already so I don't want to pay £10 just for *Seymour*. I haven't ever seen it in any of the mail order adverts. Have you got a spare copy? Or do you know where I can find it?

Hope you're with us for a long time, since the other Sinclair magazine are poor in comparison to the Great and Wonderful CRASH!
Simon Clifford, Chippenham, Wilts

• • • • • • • • • • • • • •

Flattery will get you everywhere, sweetie. I promise you CRASH is gonna be around for a long, long time, so don't worry, be happy! Unfortunately, FEAR and FRIGHTENERS haven't been resurrected (yet), but the possibility's there, should a magazine publisher choose to finance them.

As for your *Seymour* question, according to the great and powerful Richard Eddy, the game should be out on its own around Easter time (so you can bloody wait!).
Ed

What Cash?

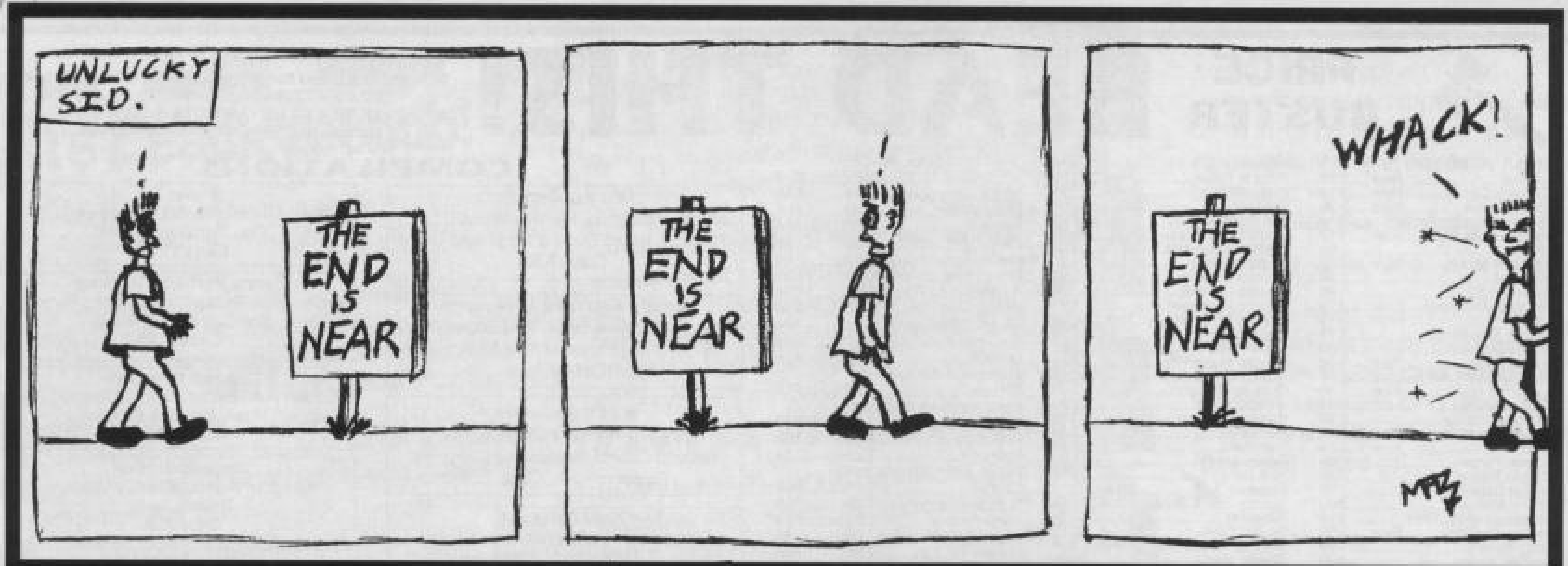
I'd just like to present you with a nice card (enclosed) and also tell everyone I'm going to buy a Mega Drive. But fear not, oh impressionable ones, I intend to keep my Speccy to play games such as *Dizzy*, and I'll keep buying CRASH until I turn orange or the mag dies.

Could you give me lots of CASH so I can buy some new games, as if you don't my Speccy will go mad and turn into an avocado. Anyway, I must go, so till the moon next rises in the central bank of Wibble — PARTY ON, DUDES!

And that's a rap
Kyle 'M' Kinsey, Scholes, Leeds

• •

No, you can't have any cash, we need it all for ourselves. We can just about forgive you for buying a Mega Drive —Nick has one but assures me it's only to let his Speccy have a rest now and then! You'd better start buying our sister mag, SEGA FORCE, as well as CRASH, hadn't you?
Ed



A Europress Fan Writes...

Europress Impact! Very flashy. Actually, I read GAMES X as well. I don't know why, because they don't do much on the SAM or Speccy — I suppose I want to keep an eye on those inferior machines (you know, PCs, Ataris etc). Seriously, it's great to have CRASH back.

Now that's all said and done...

Tell Nick he's doing a wicked job on the SAM column. Oh! And by the way, could anyone tell me of any interface to plug into the SAM to make my Genius mouse work with the Coupé (I got it from Datel Electronics). Thanks!

Paul Seamark, Langford, Beds

PS I've got two Spectrums (48K, I'm afraid), a Coupé and a Commodore +4 (nearly as crap as an ST!).

Nick sends his thanks, but as for getting your Datel mouse to work on the SAM, it's bad news, I'm afraid. The SAM will only work with the special SAMCo mouse developed by Bruce Gordon. Blue Alpha Electronics did come up with another effort, that worked via the joystick port, but frankly it wasn't much cop.

Ed

Well, there we go another month gone, bitten the dust, KAP-UT etc etc etc! Oh what's this? STOP THE PRESS!: I've just seen a letter moaning that CRASH is too smutty for words — we'll print the offending article (fnar fnar) next month but in the meantime you lot get *your* views on the subject in to: LUCY'S 'PHWOAR' LETTERS, CRASH, EUROPRESS IMPACT, Ludlow, Shropshire, SY8 1JW!

WORRA PLONKER!

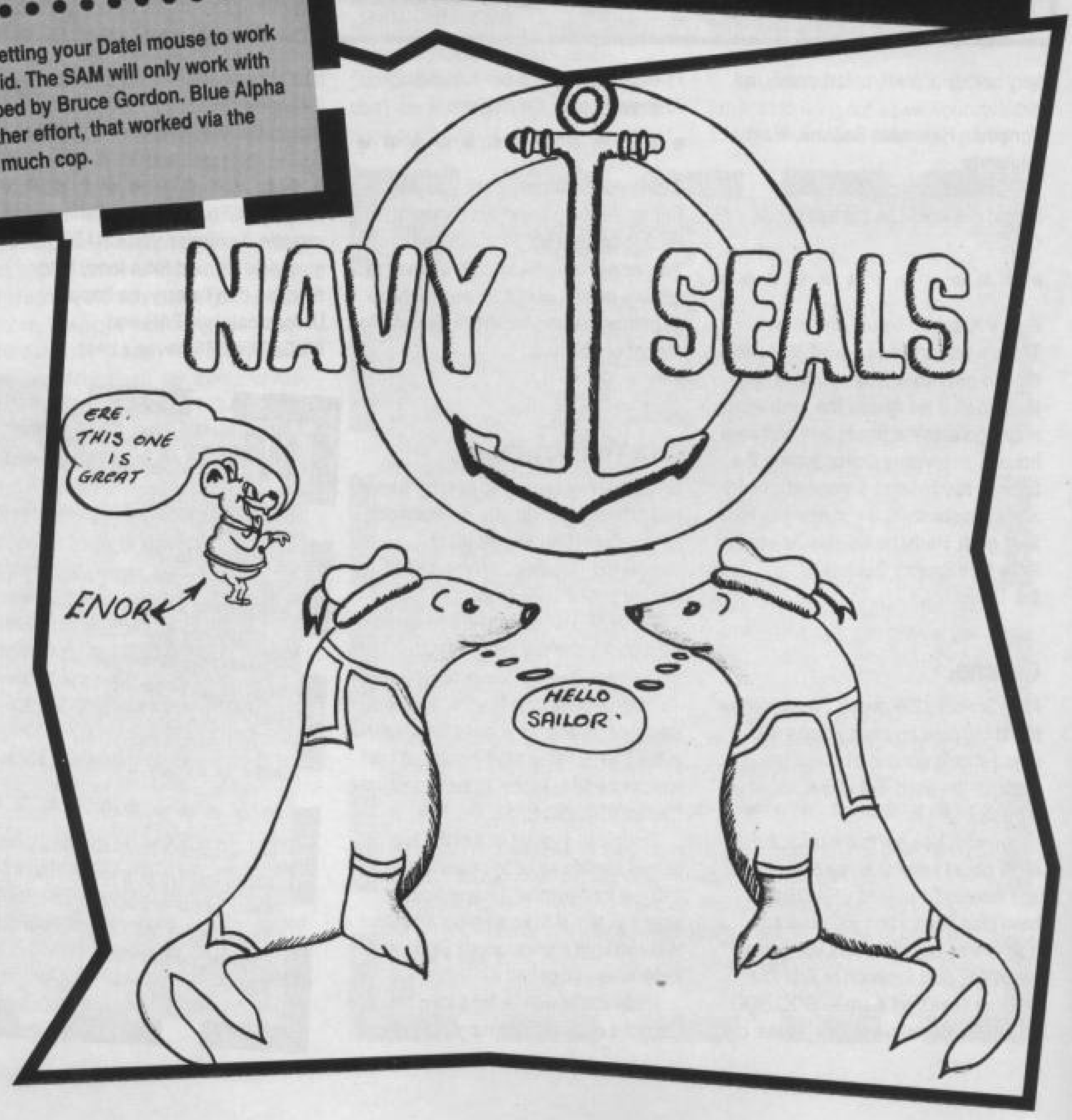
Why are you such a rip off? I still buy your mag but it costs more than the other two, *SU* and *YS* (can't spell their full titles, huh? —Prod Ed), and they always have more games, most of which are better. I think you should lower your price or put more games on or more pages (not advertising pages).

Charles, Sheringham.

PS Send me a copy of *Lemmings*, then I'll forgive you!

What are you going on about, Charles? We happen to be the same price as the other mags you mentioned, and with us you get high quality magazine paper for your money, not the sort you find in public toilets! All the Spectrum mags decided a long time ago to only use two full-price games per issue so the other games you mentioned must have been reader ones. So bog off, mong-face!

Ed



Okay peeps, what does Images mean to you? (It's my brillo disco company and you can book me on 0898–) Roberts, go and sit in the corner and make some baskets or something... Now where were we? Oh yes, what does Images mean to you? Sod all? Then read on to discover the dastardly (and sometimes downright disgusting) secrets LUCY HICKMAN wriggled out of one of the hottest programming teams in the country...



● *G-LOC* programmer James Sharp obviously uses Colgate. Or maybe it's getting close to a full moon?

In the mists of time (well, four years ago actually, but who's counting?), a bright young programmer peep called Karl Jeffrey, programmer of the classic *R-Type*, got it into his head that he wanted to run a company.

After eating everything in sight for a few days, he realised he'd never grow to the proportions of a pregnant hippopotamus, so that ruled out Maxwell Communications (he also tried falling off a yacht but some bast saved him). So he went for the next best thing — a programming company.

The result was Images, which to date has dreamed up such classics as *Chip's Challenge*, *Back To The Future II*, *Hunt For Red October* and, more recently, the excellento *Space Gun* and *G-LOC*.

I WANT TO BE A TREEEE!

To begin with, the guys worked exclusively for Activision, but after scoring hits with *Wonder Boy II* and *Rampage*, they branched out (I want to be a treeee!) and were soon in mega-demand (who could resist 'em?) from giants such as Ocean and US Gold.

They now have dozens of people working for them, all over the country, and this year things are accelerating for them at a great rate of knots, winning the rights to develop games for the Game Boy, NES and ultra-hip Super NES.

Their next cunning plan is to produce and publish their own games. Karl ain't giving nuffin' away as to what's on the cards (the walls have ears, y'know) but he promises to tell us *all*, ASAP (hurrah!).

COLLAPSING CANOPIES

Although churning out classic games of the highest quality (and making loadsa dosh) is their main priority, it's not all work, work, work for these chaps — when they decide to have fun they sure let rip!

Take, for example, the time a group of 'em were working late. Sounds like a damn good excuse to sit around and get blotto, to me. And, coincidence of coincidences, that's exactly what they did! Which was okay until things got out of control and a party on the roof seemed in order...



● **Gary Hammond: Images' super, brilliant, utterly competent um... er... What exactly do you do, Gary?**

Karl explained: 'Loads of people came out of the pub nearby, all as drunk as lords, and came past our offices. Our programmers were playing music really loud and drinking on the roof.

'When the lot from the pub came past, a screaming match started then there was a pleasant exchange of bricks and bottles. Rob Hyland (Speccy *G-LOC* programmer) stepped out onto the canopy of the store below our office to get a better shot.'



● **'Okay, so you didn't like *Space Gun*' says programmer Damian Stone, 'but there was no need to weld me to this tree!'**

Well, I'm sure you intelligent readers can imagine what happened next. Yup, one programmer falls straight through, up to his crotch. One knackered canopy and no hope of children for Mr Hyland (and an £800 bill for Images).

EXPLODING TOILETS

I've already decided programmers are an extremely *weird* breed of people, with even weirder senses of humour, and at Images they're no exception.

Once upon a time the staff were under siege from a mysterious exploding *everything*! Programmmer Mark Barker, presumably after a serious overdose of *The A-Team*, suddenly thought inserting explosive powders in joysticks, pens, floor tiles and even toilets seats would be a great crack, giving him a jolly chortle

Startling I

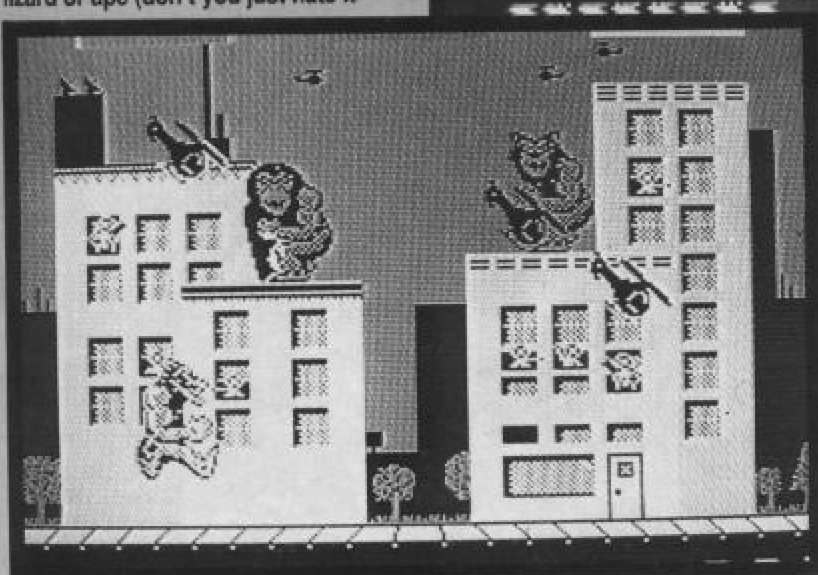
and everyone else a nervous breakdown.

One of the guys freaked out completely when his pen went off with a bang, so trying to calm his frayed nerves, he reached shakily for a cigarette and lit it with trembling hands.

Yup, you've guessed it — the powder was in the lighter, too! One programmer rapidly transported to a nice room with bouncy cushions all over the walls!

RAMPAGE

This one's not so much a beat-'em-up as a smash-everything-to-smithereens wreck-'em-up! Unusually, you play a baddy — a mad scientist who's been transformed into a giant werewolf, lizard or ape (don't you just hate it when that happens?).



As the name suggests, you go on the rampage, smashing cars, punching helicopters, razing buildings to the ground and eating people to keep up your energy.

Amazingly, you find you LOVE being a wreaker of havoc and causer of chaos, so you spend the game trying NOT to revert back into human form — if you do it's Game Over.

Earned 76% in CRASH Issue 72.

SPACE GUN



A stupendous shoot-'em-up, this one (see last month's CRASH), where your mission's to rescue a bunch of civilians nabbed by bug-eyed beasties.

The horrors from hell continually try to rip your throat out so use the onscreen free-floating cursor to pinpoint your target and let rip with bullets, bombs, flame throwers, grenades and freeze guns.

There are two main critters, big fat wallas who try to bite or slash you with their claws, and smaller *Alien*esque face-hugger creatures who cling to your face. Once a huge end-of-level guardian has been blasted to hell and back, it's down to the surface of the nearest planet in your little shuttlecraft.

Graphically, *Space Gun*'s great, with brilliantly drawn and animated aliens and a kaleidoscope of colours earning it a CRASH Smash (91%!). Jolly good show, matey-peeps!

G-LOC

In this 3D perspective shoot-'em-up, which took seven months to program, you're a United Nations Thunderfox pilot and blast baddies galore.

After a spectacular take off and a quick 360-degree spin, you're straight into battle. There's an astonishing number of sprites onscreen, all carefully drawn, and even with lots going on action remains fast and furious.

You've got automatic guns and a Heads-Up Display that locks your sights onto an enemy and launches a heatseeking missile to blast them away. Watch your fuel and give 'em what-for!

An ambitious project for the lowly Speccy but all in all it came out pretty well, clocking up a respectable mark of 76% in this very issue.

Meet the MD



Hmmm, shifty-looking character, this one. Oh, it's the Managing Director of Images! That's okay then (these MDs get away with murder don't they? But that's another story). Anyway, let's have a butcher's at what sort of mongrel runs the outfit:

Name: Karl Jeffrey
Age: 24 (but feels older — fnarr)
Sex: variable
Weight: several tonnes
Status: single (except for the sheep — he's half Welsh, y'know)
Address: censored due to bomb threats
Fave game: *R-Type* (he programmed it — big-headed git)
Fave food: anything beginning with 'R'
Fave music: The Beatles
Hobbies: squash, battering programmers with lump hammers, talking to hobgoblins, cleaning his ears, cleaning someone else's ears, falling over when drunk, falling over when sober, typing 'R' over and over again
Ambitions: to make loadsa dosh, make even more dosh, re-program *R-Type*, climb the Eiffel Tower blindfolded, stand at the top and scream 'EPIGLOTIS!' at a small spider hiding in the corner

images

Let's get real and get a good deal with:

CRASH

ZX SPECTRUM

subscriptions!

Free! Personal Stereo!

SUPER GO-FAST GOODIES, ABSOLUTELY FREE!

BUMPER BARGAINS!!

- Save loadsa pennies on the shop price!
- 12 issues delivered through your letter box!
- A brillo Powertape every month!
- A FREE personal stereo!
- No extra cash layout for special-priced issues!

All for the stonkingly low price of £24! (UK only)

★ Everybody needs a walkframe. No wait a min, it's just poor old crumblies who need them. What I meant to say was, everybody needs a *walkman*.

Apart from giving you the ultimate in personal musical experience, a personal stereo has many other uses. Of course, you can play your fave sounds at exceptionally high volumes in quiet places, like on the train, in the library, on top of a mountain etc… This is particularly rewarding as other people are dying to know what you're listening to and all they can hear is that horrible tinny sound that drives them off their heads!

Another advantage of the personal stereo, particularly during the winter months, is that those furry little headphones keep one's ears nice and warm.

Other uses include giving you an excuse to ignore people, and similarly giving you the opportunity to listen in on conversations it's assumed you cannot hear (sneaky!).

And those wise enough to be taking out a year's subscription to CRASH this month will get a special CRASH personal stereo absolutely FREE! (Unfortunately we can't reveal the make — let's just say that backs of lorries are well useful contraptions.)

So as well as getting 12 issues of the undisputably greatest Spec magazine at a bargain price, you'll get this superb piece of technology (with all the right knobs, buttons, headphones etc) to play your whizzo tapes on! And you can't say *ferro* than that can you (guffaw guffaw!)?



Listen up CRASH!

I wanna enroll with you!

This offer is not valid after March 31st 1992

- ***Send me my free walkperson (or else!)*** ☐ 6621

	New Sub	Renewal
● *I live in the United Kingdom (£24)*	☐ 6501	☐ 6502
● *I live in Europe/Eire (£30)*	☐ 6503	☐ 6504
● *I live outside Europe (£44)*	☐ 6505	☐ 6506

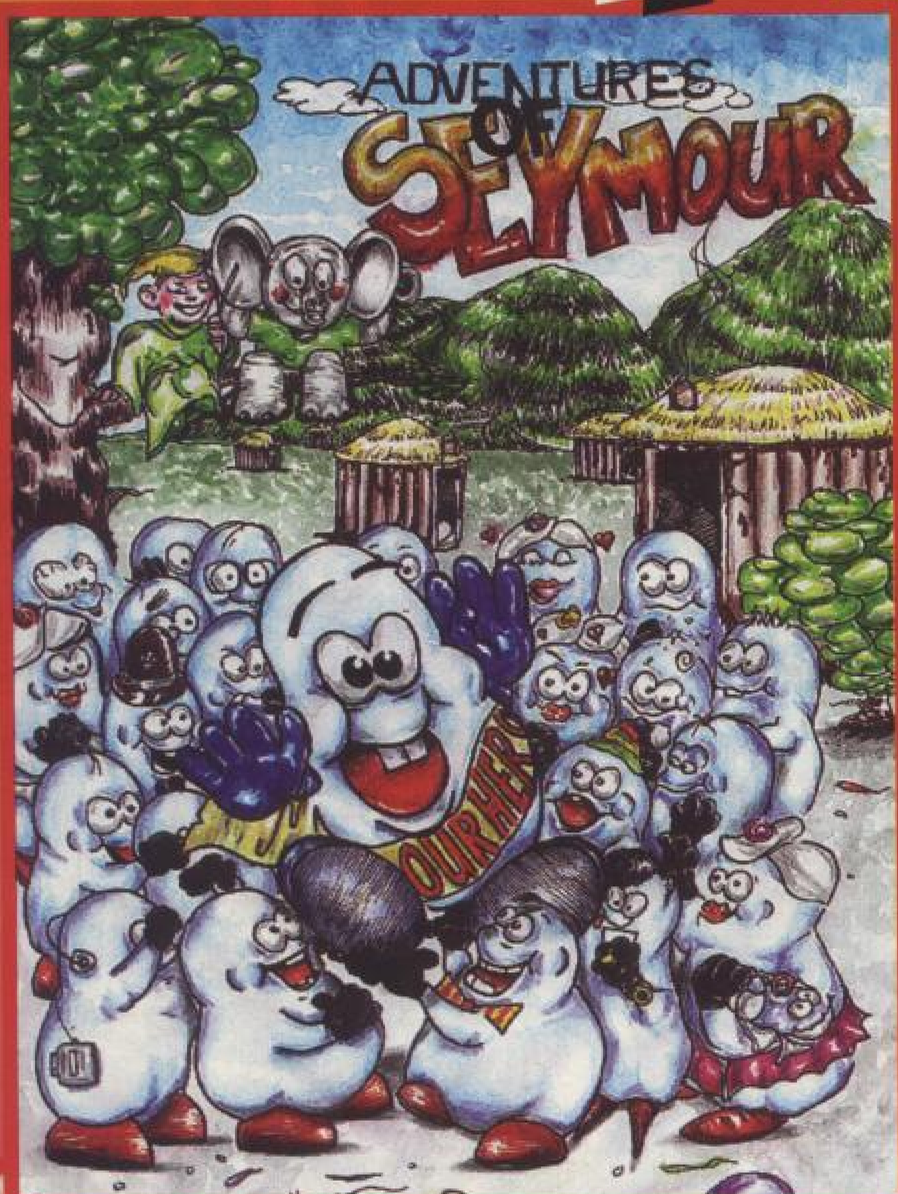
- ***Method of Payment:*** ☐ ***Visa*** ☐ ***Access*** ☐ ***Postal Order*** ☐ ***Cheque***
- ***Credit Card Number:***...
- ***Expiry Date:***...
- ***Signature:***...
- ***Name:***...
- ***Address:***...

....

Post Code:...

● ***Make cheques and postal orders payable to Europress Direct. Send this form with payment to: Europress Direct, CRASH SUBSCRIPTIONS, FREEPOST, Ellesmere Port, South Wirral L65 3EB. Phone orders: (051) 357 1275. Subscription enquiries: (051) 357 2961.***

Compo Conquerors!







CRAZY CARTOONISTS!

The Walt Disney drawists had better look out because they're going to be knocked off their perch in the near future! There are some brilliant cartoonists waiting in the wings and all they need is a good push in the right direction. That's where your friendly neighbourhood CRASH comes in! Think of these pages as our very own art gallery with some priceless pieces of work on show!

The winner of our Grand Seymour Competition is... Jason Christie of London. His strip's got great shading and has captured Seymour's cheesey grin perfectly. Well done, Jason, you win a brand new video recorder!

Winners of Dizzy clocks are: Ben Clews, Melton Mowbray; Jonathan Miles, Walsall; Andrew Price, Manchester; Paul Hender, Cullompton, Danny Flint, Southport, Grant Pimm, Huddersfield, Mike Bennet, Levenshulme, Robert Challis, Linton, Jo Kirk, Bewdley; and Mark Thomas, Ashford, Kent.

Well done everyone, the standard of entries was fantastic. Sorry if you didn't win a prize — your entry's probably stuck on the CRASH wall now so that's a bit of a prize in itself!

There's more of these chuckle-inducers on page 33

And here's some more

splendiferous Seymour samples...

Andrew Price from Tyldesley in Manchester.
Ben Clews from Melton Mowbray in Leicestershire.
Mike Bennet from Levenshulme in Greater Manchester.








JETSONS
The Computer Game
CRASH
ZX SPECTRUM



HiTEC
PREMIER
Software
© 1991 Hanna-Barbera Productions Inc.

Fifty things to do with y[our] Spectru[m]

Everyone knows Spectrums are the most amazing machines in the whole world (that's our story and we're sticking to it!) but did you know just how jolly useful they can be? The CRASH crew put in some incredibly buck-teeth (à la Esther Rantzen) and investigated the versatility of this amazing device further...



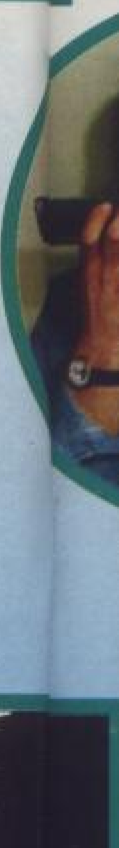
● Arrgh! Hammer House Of Horror eat your heart out! No, no, not literally! This is the sort of thing Lucy dishes out if we don't get our reviews written in time!



● Is that our ace repro man Bob or is it just a shaggy dog story? Silly fella! Not only does he play the guitar, but he plays it with his Speccy — weird!



● So long as you've got your elf, that's the main thing! Hold on, it's our beloved Prod Ed, Wozza, who's been shrunk with a nasty magic spell!





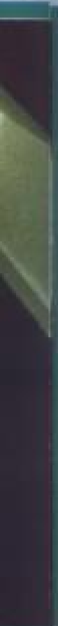
● Who's been sleeping in my bed? And he's still there with my prized Speccy, too! Quick, Daddy Bear, get a big gun and give him what-for!



● Anyone fancy a piece of toast? Or a hot muffin with lots of butter? No it's not Tommy the Talking Toaster, it's my Spectrum! I wonder if crumbs help the disk drive work?

h your
um

1. Blunt instrument for the perfect murder weapon.
2. Blunt instrument for bashing Amiga owners (oi, that's enough of that! —Amiga-owning Prod Ed).
3. Blunt instrument for bashing yourself (sounds good —Corky).
4. Give it someone you love.
5. Give it to someone you hate.
6. *Sell* it to someone you hate (that's more like it! —Nick 'money grabber' Roberts).
7. Doorstop for a Wendy House.
8. Playing games (*WHAAAAT?!!* —Ed).
9. Plectrum to play your guitair with (Spectrum plectrum — how poetic!).
10. Fat blotting paper.
11. A particularly chewy Liquorice Allsort.
12. A fly (or Nicko) swatter.
13. Fancy dress costume for a very, very small person.
14. Foot stool to reach the dirty mags in the newsagents (phwoar!).
15. Sex aid for mentally retarded frogs.
16. Umbrella for another very small person.
17. Ice scraper for car windscreens.
18. Designer earrings.
19. Use as part of a calorie-controlled diet (loadsa fibre!).
20. Particularly dark sunglasses.
21. Surfboard for yet another very, very small person.
22. Playing adventure games (titter titter).
23. Cooking on when they overheat.
24. Playing ultra-mega-fabbo-super-duper CRASH Powertapes.
25. Bum bags (+3s only).
26. Trampoline (48K only).
27. Condoms for the masochistic contortionist.
28. Toothpick for a very, very big person.
29. Fire lighters.
30. Parachute for the suicidal.
31. Tie it to a piece of string and swing it round the room to give the cat a rest.
32. Unusual castle for your pet goldfish.
33. Posing pouch.
34. Lightning conductor.
35. Bus conductor.
36. Little house for a spider (or an incredibly small person).
37. Toaster for croutons.
38. Paperweight.
39. A very awkward rolling pin.
40. An excuse to go to Dixons to get it fixed over and over and over again (then you can chat up that tasty shop assistant!).
41. A cocktail stick for incredibly huge cheeses.
42. Razor for people who want to grow beards.
43. A leaving present to Mirrorsoft staff.
44. A video recorder you can't record with or watch (brilliant!).
45. Pastry cutter.
46. Roofrack for a Skoda
47. Good reading matter.
48. Tasteless teabag.
49. A substitute teddy bear.
50. Base an entire magazines on them (now come on, let's not get too silly! —Ed).





● The perfect compliment to the absolutely disgusting coffee from the CRASH drinks machine. Spectrum 48K — a drink's too wet without one!



● You hit me with that one more time and I'm going to tell my mum! There must be a law against this sort of thing!



● Close your eyes now if you don't want to be offended, and make sure your mother leaves the room! Yeuck! Who is the owner of this... erm... body? Answers on a postcard!



● Here's a couple of mental frogs fresh from the pond at the bottom of the garden. The sooner they plop back the better, if that's how they treat our wonder of computing





● Did you know Spectrums make great ice scrapers? Look! The windscreen's clear already — an amazing breakthrough in window-cleaning technology

Techni-Tak!

Welcome to another superb edition of Techni-Tak, packed with interesting titbits for all you technical-minded peeps. Arriving on the CRASH doormat this month is a new programming language from Mira Software. "Duh! What's that then?" I hear you cry! Well don't upset yourself as Samm H Garson will explain in his usual clear as mud way!

Modula-2's a variant of the programming language Pascal and a compiler, and its job is to convert BASIC programs into ultra-fast machine code. Anyone who's had to program in assembly language before would soon notice the advantages of this package.

The author's designed his own language and after reading the hefty manual it seems he's tailored his package towards the gamesplayer/BASIC writer wanting to take the step up towards machine code.

But it still allows the user to program the compiler in a semi-BASIC way. Let me give you a for instance: The programmer's built-in routines that read things such as joysticks. These are accessed as procedures and it's easy to define your own.

WHAT CAN IT DO?

What does *Modula-2* offer you in the way of games writing? It's quite complex to master the syntax used by the compiler but if you were to master it you could produce great things.

The package presents itself as a halfway house, ideal for the user that finds machine code too difficult but BASIC too simple, while introducing mc methods. As for the games creator, you could write your latest masterpiece using the compiler — it would be difficult but the result would be an ultra-fast machine code marvel.

The compiler also supports virtually every add-on it's possible to attach to a Spectrum (Opus, wafer, microdrive etc) so programs can be written to call up and pull extra data off the drive as it's needed.

I'd recommend this package to anyone into serious programming. It comes a bit late to make a big impact on the Spectrum; a few years earlier and it would've won rave reviews. Now, it makes old souls like me very happy.

Details can be gleaned from MIRE SOFTWARE, 24 Home Close, Kibworth, Leicestershire LE8 OJT. *Modula-2* costs £20 and you should state which medium you want it on. The author says any programs written via *Modula–2* can be freely distributed or sold.

Questions & Answers

Awkward Opus

Dear Samm

I've acquired an Opus Discovery disk drive system which works fine with my 48K Spectrum. I've now got a 128K Spectrum and I'm having no joy. It simply refuses to work, no matter what I type in. The Spectrum's acting as if nothing's connected. What can I do? Please answer this letter quickly as I'm at my wits' end.

NF Hood, Harlow, Essex

This can boil down to a few things. I know the Opus is 128K-compatible, as I've used one in the past.

The Opus uses data lines on a Speccy that aren't normally used. These are called ROM select and line M1. The Opus has to tell the Spectrum to use external ROMs by deselecting the internal ROM.

Have you checked the rear edge connector you push the Opus onto when you plug interfaces into the Spectrum? Where they touch the connectors trigger a chemical reaction that causes carbon deposits to form. Try cleaning the rear edge with a rubber or cotton bud soaked in meths and your problem should be over. But remember to disconnect the power when cleaning it!

Speedier software

Dear Samm

My friend has a black 128K, a grey +2A and a black +2A Spectrum. Is there any difference between them at all?

Also, here in Ireland, games take a long, long time to reach the shops. Is there anything I can do to get these games faster?

Dom Doyle, Londonderry, N Ireland

Firstly, there's no real difference between the grey +2A and the black +2A. I think Amstrad must have run out of grey plastic, thus the black +2A Speccy was born!

Have you tried ordering your software through the mail order ads that appear in CRASH? Be warned, though: if a game's reviewed in a magazine it doesn't always mean it's been released yet.

Steering wheel?!

Dear Samm

I was wondering if you know where I can get a steering wheel for my Spectrum. (Seems a fair swop to me —SHG.) If I can, how much do they cost?

J Curran, Rugeley, Staffs

I remember a racing game years and years ago which came with a steering wheel, but the game itself was so naff it disappeared without trace, never to be seen again. I'm afraid no one's produced one for the humble Speccy since then.

Break out

Dear Samm

I'm currently writing my latest game masterpiece and I need to know how to disable the Break key from BASIC, to stop people looking at what I've written. Can I do it? If so, how's it done?

M Manktelow, Co Antrim, N Ireland

It's not possible to disable the Break key because it's written into the Spectrum's ROM. But what you can do is to make the program crash if the Break key's pressed. To your BASIC code, add POKE 23613,0. You'll have to add this POKE to lines that have GOSUB and occasionally rePOKE the address.

Crash!

Dear Samm

How is it that when I try to MERGE the BASIC on some games they crash and lock up?

J Sutherland, Hull, S Humberside

Good one, this. Your Spectrum can only deal with line numbers up to 32768. But you're saying it only lets you type in 9999 as the highest — this is because that's all the BASIC interpreter will let you type in. The Speccy's ROM routines let you use bigger line numbers but it won't accept them! So here's what you do:

Type in 10 REM I LOVE CRASH COS IT'S THE BEST and press Return, then type POKE 23755,255: POKE 23756,255 (Return). The line should have disappeared. Now type 10 POKE 23613,0: LOAD"" and SAVE it. Try reloading it by MERGE"" and see what happens.

What you've done is create a line number bigger than 32768 , which your Spectrum can't deal with so it crashes. You can't press Break to get into it, either.

That's it for this month. Keep sending any queries you may have or pleas for help on techy matters to the usual address: TECHNI-TAK, CRASH, EUROPRESS IMPACT, CASE MILL, TEMESIDE, LUDLOW, SHROPSHIRE SY8 1JW. Bye!

CRASH ZX SPECTRUM

MAIL ORDER

T-SHIRTS £4.95

ALL T-SHIRTS COME IN LARGE AND SMALL SIZES



CRASH SURFER



KING GRUB

MONSTER

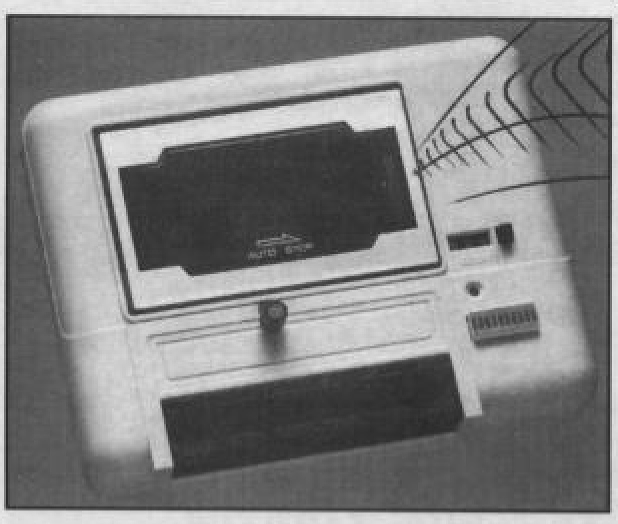


RED MOON



THE LOAD-IT

100% LOADING SUCCESS ON POPULAR GAMES
ADJUSTABLE HEAD ALIGNMENT
L.E.D LIGHTS INDICATE MAXIMUM SIGNAL POSITION
FITS ALL CBM C64 & C128 COMPUTERS
GUARANTEED FOR ONE YEAR



BINDER

BACK ISSUE BINDER

£4.95

DUST COVER

PROTECT YOUR SPECTRUM COMPUTER WITH THIS CRASH DUST COVER. WE'VE GOT ALL SORTS: SPECTRUM 48K, SPECTRUM +, 128K AND +2 !



MONEY OFF ANY GAME!

If you want to buy any piece of software currently available, please use our Special Offer discount table to calculate the CRASH mail order price. It'll save you money.

RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

SOFTWARE HOTLINE

Phone 051 357 1275 at any time and we'll give you details of release dates.



JOYSTICK

DYNAMITE COMPETITION 5000 PRO EXTRA

£14.9.5

☎ 24 HOUR HOTLINE TEL: 051 357 1275 ☎

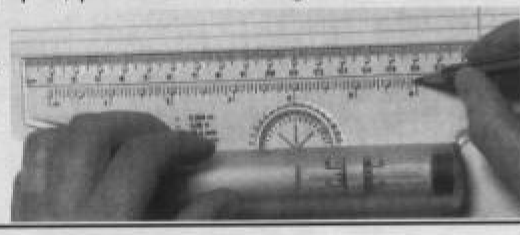
It's Amazing It's Radical It's the Rolling Ruler

A complete drawing board in one simple unit. With a rolling ruler you can draw:

*Horizontal parallel lines *Vertical parallel lines *Perfect right angles with ease *Any other angles from 1° to 359° *Clever circles

Available in two sizes 22cm (8in) and 30cm (12in) this great offer gets you both roling rulers for just £6.50 (RRP £9.99)

It's innovative design gives the new rolling ruler the ability to draw vertical and horizontal lines without lifting it off the paper, parallel lines, angles, circles, musical staves and graphs with ease, making it ideal for the home, the office, schools,workshops and 3D design work.



Two rulers for just £6.50

BACK ISSUES

With tape £2.50 each
£12.00 for any six
Issues that are available are:
With tape: 17-65, 70-79, 81, 83-89, 92=96
Without tape: 54,58,65,77,80-82, 84, 88, 89, 92, 93.



TROJAN PHAZER GUN NOW £22.95



INCLUDES 6 GAMES

Generation wolf
Ghost Train
Gun Slayer
Goose Buster
Baby Blues
C Star

HOW TO ORDER

Please fill in coupon below, and remember, if you're ordering software make sure you have specified which computer it's intended for and whether you require cassette or disk. Similarly, don't forget to include the required size when ordering t-shirts and sweatshirts. Alternatively., phone our credit card hotline for fast effective service (credit card payments only). Prices valid for UK/Eire/Europe only. For overseas please add £2.00 per item for air mail delivery.

CRASH ZX SPECTRUM

ORDER FORM

PRODUCT DESCRIPTION	FORMAT/SIZE	PRICE
Please add postage as detailed below (UK free of charge)		

POSTAGE:Add £4 for Eire/Europe, £6 for overseas unless specified above TOTAL

Offers subject to availability,
Overseas orders despatched by Airmail,
All prices include postage, packing and VAT
Valid to February 29, 1992

Send to: Europress Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB (no stamp needed if posted in UK)
Products are normally despatched within 48 Hrs of receipt but delivery of certain items could take upto 28 days

I wish to pay by:

☐ Cheque/Eurocheque made payable to Europress Direct.

☐ Acess/Mastercard/Eurocard/Barclaycard/Visa/Connect.

Expiry Date ___ / ___

Name ____________ Signed ____________

Address ____________

Postcode ____________

Daytime telephone number in case of queries ____________

Order at any time of the day or night

By phone: **051-357 1275**

By fax: **051-357 2813**

General Enquiries: **051-357 2961**

Don't forget to give your name, address and credit card number

Adventure T

At last — two spectacular pages for Adventure Trail! But can IAN OSBORNE fill 'em? No probs!

News & Natter

● For starters, Compass Software have just issued their entire back catalogue on 3.5" disc. The discs load on a SAM with a Speccy emulator or a Speccy using Datel's 3.5" drive. As they contain five games each and cost £2.99 each or £5.00 for two, they're a real bargain.

● Bargain hunters without flashy 3.5" drives could do a lot worse than get in touch with Tony Collins at The Guild, who seem to be going compilation crazy! As well as standard collections, they now offer what they call their 'Pic 'N' Mix Bonanza', where you select four games of your choice from a range of well over 40 and pay only a fiver!

● Reader Kev Roberts of Sunderland has written saying how much he's enjoying *April 7th*, given 49% in Issue 95. Personally, I still think it's pretty cruddy, but if you want to make up your own mind, use the coupon from last month, which offers both it and *Staff Of Power* for only £2.49.

● Kev also says the command for getting through the door was offered on the storyline sheet. Alas, I wasn't sent the sheet until after the review was at the printers — sorry about that!

● There's a new 'zine on the scene (oh, a poet as well as a Shining Wit —Ed)! *Adventure-Link* tapezine comes to you courtesy of the curiously-named Doctor Dark, known to his bank manager as Alec Carswell.

I've loaded up the first issue and it looks very promising indeed. To see for yourself, send a cheque for £1.50 made payable to Alec Carswell to: 16 Montgommery Avenue, Beith, Ayrshire, Scotland KA15 1EL.

● On a more sombre note, I'm already getting letters addressed to the Solution Service asking if I can send every solution I have. NO I DAMN WELL CAN'T! I'd be happy to send up to two solutions, provided you send an SAE, but no more. Also, if you need solutions for a compilation game, ask for the game in question, not the compilation.

On that note I'll sign off, and let you get on with reading the reviews (halellujah —Ed)...

THE ELLISNORE DIAMOND

River Software, £2.50

Why did he do it? Why did Sir Roger Durwood betray his former friend, King Charles I, to the Roundheads? Alas, he cannot tell — weighed down with guilt, he died a lonely man (aaah, shame).

Even after death he couldn't rest. It was said he hid the Ellisnore Diamond, a gift from the king for his help earlier in the Civil War, and the secret of its whereabouts died with him. Just before he died, he vowed to sell the diamond and use the proceeds to help the poor of the parish. You must complete this task and release his ghost from eternal damnation!

The Ellisnore Diamond is a very well constructed game. The white-on-black font is clear and functional, and there are no bugs or spelling mistakes that I could find. The parser's very comprehensive, accepting a variety of inputs for most commands. Location descriptions are short but effective, and most locations are immediately accessible — there's always lots to do.

Although the game's logic isn't always true to life, eg, you can't climb the steep hill until you find the boots, it's always consistent and fair. You're never left wondering 'How the hell



was I supposed[...]et that'
On the minu[...]e, it co
horrible mobile[...]es, wh
actions, and at[...]stage
the right time t[...]et som
endearing (un[...]ble ba
Still, these a[...]ery mu
don't stop *The*[...]*snore D*
Overall: 78

JACK THE RIPPER

GI Games, £1.99

London, 1888. Whitechapel has been rocked by a series of grisly murders, which have horrified police and public alike. A gruesome discovery in a dark alley plunges you headlong into a world of mayhem, murder and mystery. And there's more to the killings than meets the eye...

When I first saw *Jack the Ripper*, I thought, 'Wow — CRASH Smash!' The text is unbelievable, brilliantly conveying the horror of the slayings in gory detail. The game construction is excellent, and the problems are interesting, realistic and entirely logical.

By the end of part one, however, I'd changed my mind — a curious demand for speech marks as part of an input and a totally unnecessary adverb meant the game narrowly missed that coveted accolade.

The plot thickens in part two, with more problems to solve and further revelations about the Ripper slayings, but the third section lets the game down badly. The authors overplay the now-apparent occult element, plunging the player into an almost fairytale object swapping exercise where it's easy to lose or destroy the one you need next.

Jack The Ripper is a good adventure which would've been even better if the authors had stuck to the original historical horror theme they did so well. But at £1.99 for three parts, it's still well worth buying — the first two parts are great!

Overall: 80%



trail



to ...t that?'
s si... it contains another of Jack Lockerby's
ma...s, which alter depending on your
on... stage you have to be at the right place at
o m... somebody, something I've never found
oci...ble bast —Ed).
re ...y much personal taste issues, and they
Ell...more Diamond being a very good game.

3%

Crash solutions spesh!

As one or two of you have pointed out, CRASH promised to print solutions for these oldie-but-goodie covertape games, but never did. Well grumble no more, here are the full solutions for *Moron* and *Apache Gold*. If anyone has a solution to the other covertape adventures, *A Shadow On Glass* and *Doomdark's Revenge*, send them in — I'll be most grateful. Ta.

MORON

● Take torch, take spacesuit, press, on torch, D, press red, press yellow, D, E, N, open fridge. Take meat, S, W, D, D, W, drop meat, NW, take rifle, SE, E, N, E, take cutter, E, take ladder, SW, SE, pull green. Take book, some Spectrum, obscure, W, W, N, U, U, NW, drop ladder, up ladder, open cupboard, take sandwich.

Down ladder, SE, NE, change battery, SW, S, D, E, drop book, W, S, E, insert sandwich, take key. W, N, U, W, SW, open door, S, burn door. N, NE, NW, drop key, drop cutter, change oxygen, SE, SW, S, E, take pillar, squirt oxygen.

W, N, NE, E, E, SE, change battery, W, N, change oxygen, S, W, D, E, take book, SE, open curtain. N, take pillar, squirt oxygen, S, NW, NE, search seats, change oxygen, SW, W, D, E, NE, take shovel. SW, W, D, S, S, move manure, drop shovel, take pillar, squirt oxygen, N, N, U, U, U. Fire rifle, U, U, fire rifle, press... All done!

APACHE GOLD

● Start in wagon. Flick reins until you're captured, wear blanket to scare Indian, leave tent to the centre of the Apache settlement. W, collect handbag, examine water barrel, get lid, get spirit stick, return to centre.

S, collect the pipe of peace and the tomahawk. Go to horse enclosure, (central point for storing objects), repair wagon with lid, enter wagon. Flick reins to go to the water hole. Heading East, get jar from Ma. Dodgy, sack from Old Jake (say Doctor, say Jake), N, get bottle, N.

Take noose, climb tree, chop branch (fall into rapids), return to the water hole. S, throw noose, up throw jar at eagle to make its wing sticky (he'll steal the corn later if you don't). Return to the water hole, travel in wagon, take manure in sack, W to open plain.

Pour manure, get bushy fern, N to pool, get branch, S to riverbank, N to the trading post. Give fern to Indian for moccasins, go to the farmland to get the corn, travel by canoe, travel by wagon. Go to north edge of desert, examine anthill, get nest, travel in wagon and go to the centre to get the jewel from the totem pole.

Travel in wagon, go to mine, insert jewel in skull, enter mine, get spade, go to tombstone, dig. Get paper note, go to cactus, cut cactus, fill bottle with cactus juice. S to water hole, fill bottle, return to the cavern in the mine, repair distiller with pipe, make moonshine using bottle and corn, return to water hole.

Travel in wagon, travel in canoe, go to old ranch, give moonshine to cowhand, who gives you information. Travel by canoe, go up the mountain, take pile of dirt, throw dirt on campfire to get puffs of smoke. Invert stick, wave stick (Indian gives you password to get into wigwam).

Go to wigwam flap, say Monigero and you're transported to the edge of a lake. Sit on the floating log, which takes you to an island, go north to Apache tomb, which is blocked by a large boulder, and PUSH HARD to find the gold!!

So there you have it, folks, the end is here (again). Don't forget, all covertape and coupon games are covered by the CRASH Solution Service — just send an SAE. See y'all next month.

CONTACT POINTS

THE GUILD, 760 Tyburn Road, Erdington, Birmingham B36 8DG

GI Games, 11 West Mayfield, Edinburgh EH9 1TF
Cheques payable to Sandven Ltd.

River Software, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL
Cheques payable to Jack Lockerby

Treasure Chest

GI Games

Another batch of bargains, this time from GI Games. All are tape only, and sell for the ridiculously low price of £1.50 each, a saving of 49p.

- ☐ Energem Enigma
- ☐ Four Minutes To Midnight
- ☐ Cuddles
- ☐ Ice Station Zero
- ☐ The Weaver Of Her Dreams

SPECTRUM REPAIRS

48K Plus	£18.00
48K Rubber	£16.00
48K Plus membranes	£11.50
48K Rubber membranes	£6.50
4116 memory IC	£0.70
4164/4532 memory IC	£2.60
Z80 CPU	£2.60

Minimum order £5
Other spares stocked. Prices include VAT and post

RA Electronics
133 London Road South,
Lowesoft, Suffolk NR33 0AX
Tel: 0502 566289

SINCLAIR SUPPLIES

+2 Computer (inc 24 games)	£99.99	48/+128 +2 Power Pack	£14.99
+3 Computer (inc 6 games)	£99.99	4 x CF2 Blanks	£8.00
Wafas 64K x 2	£7.99	Kempston Interface	£10.99
Defender or Magnum Gun	£14.99	Dustcover (48, + 128, +2/3)	£2.99
+2A/+3 Power Pack	£29.99	Basic Arithmetic (tape)	£2.99
Kempston Joystick	£6.99	20 Game Compendium (tape)	£4.99
Count wit Oliver (tape)	£2.99	Scart Cable	£12.99
Serial/Parallel cable	£9.99	+2/+3 Joystick Adaptor	£4.99
+3 Cassette lead	£4.99	+2/+3 Midi Lead	£9.99
Datacassette Recorder	£19.99	Parallel Printer	£130.00
Memebrane (48/+/QL/Zx81)	£10.99		

SPECTRUM REPAIR

Only £15 if repairable for 48K/+. Phone for +2/+3 prices.
Send machine only with fault description

Send Chq/PO to:
Omnidale Supplies,23 Curzon Street,
Derby, DE1 2ES
Tel: 0332 291219
Open Mon - Sat 10 - 9.30

KOBRAHSOFT SPECTRUM AND SAM COUPÉ UTILITIES

SAM DICE DISC UTILITY:- NEW! Version 1.1:- BACKUP; RECOVER ERASED files/lost data; REPAIR directories; DISC CHECK; LOCK OUT BAD sectors; STRING search; Selective FORMAT Will now handle subdirectories as in MasterDos. **Price:- £14.95 on Disc.**

CD2 TAPE TO SAM DISC TRANSFER UTILITY:- NEW! Transfer the VAST MAJORITY of your Spectrum tapes to Sam drive. Gives superb Spectrum tape compatatbility. VERY EASY to use. **Price:- £10.95 ON DISC.**

SP7 TAPE TO +3 DISC UTILITY:- NEW Transfer taped to +3 disc. Now comes with a BEGINNERS Manual, an ADVANCED User Manual, and an Encrypter Demo Tape. Also has a superb DISC CATALOGUER, and now will transfer FULL 128K programs.
INCLUDES SP7 COMPANION - shows how to transfer many games.
Supplied on DISC at:- £14.95.

SP7 COMPANION VOL 2:-TRANSFERS 100+ GAMES. Needs SP7 - £4.95

SC7 UTILITY:- NEW! Latest tape to tape backup utility will now backup virtually ANY program. **Price:- £9.95 on tape**

DMS +3 DISC MANAGEMENT SYSTEM:- NEW! Version 1.1 now with printout, high capacity formats AND extended directorires. Organise all your disc files. Large database; FAST file search. MENU programs. **Easy to Use:- £14.95 on DISC**

D.I.C.E :- NEW Version 3.0 +3 disc utility. Now with high capacity format, data printout and disassembler. Lock out faulty sectors; Recover erased files and much more. Easy to use. "An excellent package", CRASH Oct '88. **£14.95 on Disc.**

SPECTRUM MACHINE CODE COURSE:- FULL course from beginner to advanced level. Applies to ALL Spectrums. SUITABLE for all.Free Disassembler AND Editor/Assembler:- **£20.00.**

SAM Z80 MACHINE CODE COURSE :NEW Learn how to program your Sam in machine code. Full course suitable for all with disassembler and also assembler.:-**£20.00**

PLUS 3 DIARY AND FILING SYSTEM:- NEW Version 1.1 with full printout. Superb filing system/ diary for the +3 with LARGE DATABASE, fast search/retrieve, biorhythms:- **£12.95 on Disc.**

ALSO AVAILABLE:- SD5 TAPE TO M/D; SO5 TAPE TO OPUS; MT1 M/D TOOLKIT; SW1 TAPE TO WAFADRIVE; SAM CT2 TAPE UTILITY; SM1 M/F SUITE. DB2 +3 DISC BACUP UTILITY. **Ring for FULL details.**

WE OFFER A FULL MONEY BACK GUARANTEE - BUY WITH CONFIDENCE UPDATE SERVICE:- SEND HALF NEW PRICE + OLD DISC FOR NEW VERSION

Send cheque/P.O. to:- **"KOBRAHSOFT",DEPT CR, "Pleasant View", Hulme Lane, Hulme, Longton, Stoke-on-Trent,Staffs. ST3 5BH.**
(Overseas:- EUROPE add £1 P+P PER ITEM, others £2) Send SAE (9" "5") for detailed Catalogue - mark envelope "ENQUIRY".

For more information please phone:- 078 130 5244.
Access, Visa Welcome - please phone above number.
(24 Hour, 7 Day Service for FAST Mail Order).

The GREATEST EVER MULTIFACE SALE

Get ANY MULTIFACE or MULTIPRINT or VIDEOFACE for just £29.95 + a FREE Lifeguard (please add £2.00 p&p)

ROMANTIC ROBOT are moving away from 8-bit computing. The MULTIFACE will always remain the BEST thing that has ever happened to the SPECTRUM - but it's time to move... If YOU haven't got a MULTIFACE, make YOUR move NOW. This is our BIG CLOSING SALE - get any magic box with a FAB discount PLUS a FREE LIFEGUARD while you can!

Make your SPECTRUM h a p p y - buy it a MULTIFACE !

MULTIFACE 1 ~~£39.95~~ **£29.95**
For Spectrum 48/128/+2 in 48K mode Saves to tape, microdrive, wafer, Opus. With a joystick interface.

MULTIFACE 128 ~~£44.95~~ **£29.95**
For Spectrum 48/128/+2 in 48/128K mode. Saves to tape, microdrive, +D, Disciple, Opus.

MULTIFACE 3 ~~£44.95~~ **£29.95**
For Spectrum +3 or +2A. Saves to disk and tape.

MULTIPRINT ~~£44.95~~ **£29.95**
For Spectrum 48/128/+2.

VIDEOFACE Digitizer ~~£44.95~~ **£29.95**
For any Spectrum. Lifeguard not usable with Videoface. We can supply Music Typewriter instead, if you ask. Also, for extra £2.00 software available on disk.

GENIE ~~£9.95~~ **£6.95**
For Spectrum 48/128/+2 with Multiface 1/128/Multiprint.

LIFEGUARD ~~£9.95~~ **£6.95**
For any Spectrum with any Multiface/Multiprint.

You MUST NOT use any of these products to copy, reproduce or infringe in any way any copyright material without the clear permission of the copyright owner. We do neither condone nor authorise the use of our products for the reproduction of copyright material - to do so is ILLEGAL!

All prices are already discounted and apply to Mail Orders to 7.03.1992 only.

I enclose a Cheque/Postal Order/Cash **plus P&P** for £..........
or debit my Access/Visa ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
Name...Card Exp..........
Address...

P&P UK & Europe	£ 2.00 ☐	P&P OVERSEAS	£ 3.00 ☐
MULTIFACE One	£ 29.95 ☐	GENIE 1/128 (NOT 3)	£ 6.95 ☐
MULTIFACE 128	£ 29.95 ☐	LIFEGUARD	£ 6.95 ☐
MULTIFACE 3	£ 29.95 ☐	LIFEGUARD on disk	£ 8.95 ☐
MULTIPRINT	£ 29.95 ☐	WRIGGLER	£ 2.95 ☐
VIDEOFACE	£ 29.95 ☐	Spectrum +3 Disks	£ 2.95 ☐
MUSIC Typewriter	£ 5.95 ☐	Spectrum +3 Tape lead	£ 2.95 ☐

ROMANTIC ROBOT UK Ltd. 54 Deanscroft Ave, London NW9 8EN ☎ 24 hrs **081-200 8870** ☎



Nick's playing TIPS

Hello my little tutti-frutties and welcome to another carrot-crunching Playing Tips to tickle your taste buds and have you dancing in the aisles. Miss Whiplash has submitted to my constant moaning and given me six wholesome pages to play around with this month. Shock, horror! After lots of rummaging around my desk (and Corky Caswell's — he's the ZZAP! tipster, you know), I managed to fill them to the brim with goodies on the latest games.

There's an excellent map of *Seymour at the Movies*, all the codes to *Lemmings*, tips on the excellent *Spellbound Dizzy* and info on the great Ocean game, *Smash TV*. SAM 512K owners who couldn't get last issue's *Prince Of Persia* POKEs to work have a version specially for them this month. It takes me right back to the early days, that does, getting a POKE wrong.

That's about it from me. Get out there and enjoy those tips! If you don't, you must be totally bogus, man!

Seymour at the movies

This cheeky, chubby chappy is all set to take over from Dizzy as Code Masters' number one character. His strange features and silly grin have captivated kids everywhere. *Seymour at the Movies* was a real tough game but has finally been cracked by Ben Gardner of Nottingham.

L=Go left one screen; R=Go right one screen; U=Go up one screen; D=Go down one screen

Enter car, get sunglasses and hand, exit car. R, R, drop sunglasses, R, get plant, get Oscar, drop plant, R, R, R, R, drop hand, R, drop Oscar, L, L, get mallet, L, get dictionary, L, drop mallet. R, get leg, go in, go in, drop leg, go in, L, L, L, give secretary the dictionary. R, R, R, R, R, R, enter tree hut, get packing case (in between the purple and yellow boxes), get Oscar, get leather jacket, exit tree hut. L, drop case, drop jacket, drop Oscar, R, R, enter tree hut, get egg, exit tree hut. U, get clump of leaves on tree branch, get Oscar, drop leaves, L, get wooden window, get Oscar, drop wooden window, U, R, jump onto platform. L, enter tree hut, drop Oscar, exit tree hut, D, D, L, L, drop leg, go in. L, L, L, L, drop Oscar, R, R, R, R, R, R, R, U, L, U, R, enter tree hut, get spanner, get barrel, get Oscar, drop barrel, exit tree hut. L, D, enter tree hut, get key, exit tree hut, D, L, drop spanner and Oscar, L, L, use key, enter studio. D, U, L, jump onto cloud, jump onto platform, get clump of leaves, get Oscar, drop leaves, jump onto cloud, R, jump right. U, L, drop Oscar, get key, D, exit studio, L, L, L, use key, enter studio, jump onto platform, jump right, get clump of leaves, get Oscar, drop leaves, jump onto cloud. R, jump right, U, L, drop Oscar, get key, D, exit studio, L, L, L, use key, enter studio, jump onto platform, jump right, get clump of leaves and Oscar. R, drop Oscar, L, drop leaves, exit studio, go in, go in, R, go in, R, get spanner, L, go in, L, L, use spanner on lift. U, L, get head, R, get pom-pom, L, fall down, R, go up in lift, R, fall down, L, D, R, R, U, L, get balloon. R, D, L, L, U, R, jump onto platform, L, D, R, R, R, drop head, drop pom-pom, drop balloon, go in. L, L, U, U, R, D, get barrel, get Oscar, U, get key, drop barrel, get hand, D, jump onto box, U, L, D, D, L, L, L, drop Oscar. R, R, R, R, R, R, drop hand, R, get jacket, L, get pom-pom, use key, enter studio, give bikeman the leather jacket, get bike pump. R, enter shop, give Sindy the pom-pom, get key, get parrot snack, exit shop. L, exit studio, L, drop pump, drop parrot snack, R, get Oscar, L, enter studio, drop Oscar, exit studio, L, L, go in, use key, enter studio, get clockwork heart, exit studio. L, R, drop heart, go in, get pump, get parrot snack, get balloon, R, R, R, drop balloon and pump. U, L, U, R, enter tree hut, drop parrot snack in bottom right-hand corner so parrot flies out of tree hut, get parrot snack, exit tree hut, drop parrot snack so bird flies left. L, drop parrot snack next to tree hut so bird goes in, enter tree hut, get dagger and key, exit tree hut. D, D, L, L, L, L, L, drop dagger, R, use key, enter studio, R, enter saloon, jump onto piano, jump onto chandeliers. R, get chandelier leg, get Oscar, drop leg, L, exit saloon, L, get arm, exit studio, go in, go in, drop arm, enter studio, drop Oscar, exit studio. R, R, R, get balloon and pump, use on ledge next to river, R, get arm, L, use balloon and pump, drop balloon and pump. L, L, L, drop arm, R, R, R, get balloon and pump, use balloon and pump, R, get flowers, L, use balloon and pump, drop flowers, use balloon and pump. R, enter shed, get key, exit shed, L, use balloon and pump, drop key, use balloon and pump, R, enter shed, get gloves, exit shed. L, use balloon and pump, drop key, use balloon and pump, R, enter shed, get gloves, exit shed, L, use balloon and pump, drop balloon and pump, get key and flowers. L, L, L, go in, L, L, L, give secretary the flowers, get key, R, U, U, L, use key, R, D, D, R, R, R, L, L, use key, enter studio, drop gloves, R, D, get body, get packing case, get Oscar, drop packing case, U, drop Oscar, L, exit studio. R, go in, drop body, L, L, enter studio, get gloves, exit studio, L, L, enter studio. R, get a gold coin and the marked cards, L, exit studio, go in, go in, enter studio, get warrant (dropping the gloves), exit studio. R, R, enter studio, R, enter saloon, R, arrest Billy the Kid, L, exit saloon. L, exit studio, go in, L, enter studio, R, go up in lift. L, talk to Rick Bracy, R, go down in the lift, L, exit studio, R, R, enter studio, R, enter saloon, R, U, walk on the landing. L, get packing case, get Oscar, drop packing case, R, fall down, L, L, enter middle door, drop Oscar, jump onto platform, jump onto chandelier, jump onto top of bed, get bedknob, get Oscar, drop bedknob, drop Oscar in the settee, talk to Sal, get love letters, exit bedroom. R, D, L, exit saloon, L, exit studio, go in, L, enter studio, fall down. R, go up in lift, L, talk to Rick, get lollipop and explosives, R, go down in lift, L, exit studio, L, L, enter studio. R, get a coin, L, exit studio, go in, go in, R, go in, go in, L, L, U, U, L, enter office, drop explosives in safe, exit office. R, R, D, U, L, get potion, R, D, U, L, D, D, R, R, R, R, drop potion, L, go in, L, L, L, L, L, get Oscar, L, L, enter shop, drop Oscar, talk to Lil, get Banana Butty, get key,

Lemmings

Is anyone out there suicidal over *Lemmings* yet? I can imagine thousands of kids all over the world jumping out of their bedroom windows and dropping ten-ton weights on their heads! Well STOP! It'll hurt. These codes to all the levels of the wicked game will help you. Thanks to Stuart McLeod of Fife for these.

FUN
1: No code
2: MKJLDHBCCL
3: NHLDHBEDCV
4: HLDHBIOECL
5: NDHBAKLFCW
6: DHBMKNNGCV
7: HBANLNDHCL
8: BIOLLLHICL
9: BAJJMLHJCO
10: MJHMLHBKCJ
11: OHODHBALCN
12: HMLHBMNMCP
13: MLHBEKLNCJ
14: LHBIKLMOCO
15: HBANNODPCW

TRICKY
16: BMNNODHQCT
17: BAJJLNHBDY
18: MKJNFHBCDQ
19: OHLNHBEDDR
20: JLNHBINEDX
21: LNHBAKLFDP
22: NHBIKLLGDY
23: HBEOLLNHDJ
24: BINLNFHIDX
25: BAKJMFHJDK
26: IKHMNHBKDJ
27: OHOFHBALDQ
28: JMNHBINMDQ
29: MNHBEJLNDL
30: FHBMKNOODR

TAXING LEVEL
31: HBENLOFPDL
32: BIOLMNHQDX
33: BAKHLLIBEX
34: IKHLDIBCEY
35: OJNDIBADEJ
36: JLLIBINEEX
37: LLIBAJNFEQ
38: LIBMKLLGEM
39: IBEOLLLHEJ
40: BMNLLLIIER
41: BEJJODIJEP
42: MKHMLIBKEN
43: OJODIBALES
44: HODIBIOMEJ
45: MLIBEKLNEM

MAYHEM LEVEL
46: LIBMKLMOEV
47: IBANNMLPEP
48: BMNNODIQEW
49: BEKJNFIBFK
50: IJJLNIBCFU
51: NJLNIBADFR
52: JLNIBINEFK
53: LNIBEKLFFN
54: FIBIKNNGFX
55: IBENNNFHFX
56: BIOLLNIIFR
57: BAKHMNIJFT
58: IJJMNIBKFN
59: OJOFIBELFJ
60: HMNIBMOMFW

exit shop. R, R, drop Butty, L, L, get out, R, R, drop lollipop, get Butty, R, R, R, R, R, R, L, L, L, drop Butty. L, R, use key, L, go in, go in, R, R, R, U, enter tree hut, get bouncy ball, exit tree hut, D, L, L, L, get head. L, R, R, enter studio, give Towser the ball, get foot. L, U, D, drop pieces of body under table, get key, go right. D, R, get railing, get Oscar, drop railing, exit studio, go in, go in, use key, enter studio, drop Oscar, exit studio, get Butty, get mallet, get dagger, enter studio. U, U, give King Kong the Butty, cut Fay loose with the dagger, drop mallet, get medal, D, D, exit studio, go in, R, drop medal, go in, get hand, get arms. L, R, R, enter studio, L, U, D, drop pieces of body under table, U, go right, D, R, exit studio. L, go in, go in, get hand, L, L, enter studio, get gloves, exit studio, L, L, enter studio, R, get coin, L, exit studio, R, enter studio. L, U, D, drop piece of body under table, put money in the machine, flick switch, U, flick switch, wait a few seconds, flick switch, D, flick switch. R, D, get brain, exit studio, drop gloves, L, go in, get medal, get heart, enter studio. D, U, L, jump onto cloud, R, jump onto platform, U, L, D, give Dorothy the heart, the medal and the brain, get towel, exit studio, go in. R, get potion, L, L, L, go in, enter studio, drop towel in teleporter, flick switch, wait for towel to be teleported, flick switch, go to the far left. Jump right when the timer is at 1 and you should get to "Ming's Armoury", drop potion, get Oscar, get potion. D, drop Oscar, get air grill, get Oscar, R, drop air grill, go up in lift. L, get detonator, R, drop potion, flick switch, stand in teleporter, exit studio, L, R, go in, go in. L, L, U, U, L, use detonator, enter office, get script, exit office, R, D, D, L, talk to Pippa, L, get Oscar, talk to security guard. L, get lollipop, L, L, enter shop, get Oscar, talk to Lil, exit shop, R, R, drop lollipop, R, R, get Oscar, R, R, R, R, R, talk to Tarzan. R, R, U, L, U, R, jump onto platform, L, enter tree hut, get Oscar, talk to Captain Beardy, exit tree hut. D, D, L, get Oscar, L, enter studio, talk to bikeman, get Oscar, R, enter shop, talk to Sindy, exit shop. L, get Oscar, exit studio, L, enter studio, D, U, L, jump onto cloud, R, jump right. U, L, get Oscar, D, talk to Dorothy, exit studio, L, enter studio. R, D, talk to Billy the Kid, get Oscar, L, exit studio, L, enter studio, get Oscar. U, U, talk to King Kong and Fay, D, D, exit studio, L, enter studio, R, get Oscar, talk to dead body. L, exit studio, R, get gloves, enter studio, L, U, D, R, D, get Oscar, drop gloves, talk to Frankenstein, exit studio. L, enter studio, R, enter saloon, R, U, L, enter middle door, get Oscars, talk to Rick and Sal, exit bedroom. R, D, L, exit saloon, L, exit studio, L, go in, go in. Enter studio, flick switch, stand in teleporter, get Oscar. R, go up in lift, L, talk to Ming and you've just completed *Seymour at the Movies*!

RODLAND

Following on from last month's *Rodland* tipettes comes a few more, courtesy of Ewan Nicholson of Glasgow.

- When you collect all the letters to spell EXTRA, switch on your joystick's autofire, or hammer the fire button. You'll skip levels until you reach the guardian, and receive an extra life on the following screen. When you're about to lose your last life, switch the joystick ports and continue as player two.
- Don't bash baddies when they're in a corner, as it only stuns them.
- Use ladders to get normally inaccessible flowers.
- Wait for the baddies to go to the bottom of the screen, then leg it to the top to collect the bonuses.
- It's possible (but very tricky) to whip a baddy then use it to bash other attackers. Accurate timing is needed; try to stay away from groups of baddies and pick off stragglers.
- The most effective weapons are the bomb or the TNT. They both have large blast areas and thus cause widespread damage.

Smash TV

A favourite pastime of the late, great (and fat — Ed) Elvis, wasn't it? Smashing TVs, I mean, as well as eating enough hamburgers to sink the Titanic. *Smash TV* is also a wicked game from Ocean, that's now been given the tipping treatment.

Weaponry

Triple Shot — long range, three directions, one point damage
Red Bombs — short range, two points damage
Yellow Bombs — short range, thrown, two points damage
Missile — long range, goes through everything like a hot knife in butter
Multiple — effective only with missile/pistol, gives one extra shot
Pistol (basic) — long range, one point damage, infinite ammo
Whirling Blades — personal range, kills everything except Mr Shrapnel and end-of-level guardians
Shield — personal range, ten seconds of invulnerability, reduced by collisions
Keys — let you explore secret rooms, if you can find them
Smart Bomb — kills everything on the screen in the blink of an eye.

Enemies

Thugs — one point to kill, touch to kill
Mr Shrapnel — only attack with bombs/missiles, eight-direction long-range shooting attack
Wall Gunners — ten points to kill, single shot, 180 degree arc of fire
Mines — indestructible, touch to kill, stationary
Tanks — 16 points to kill, single shot, 360 degree arc of fire
Orbs — two points to kill, single long-range laser pulse — cardinal directions only
Saucers — two points to kill, touch to kill
Robots — one point to kill, touch to kill
Swarmers — two points to kill, centre only, touch to kill

ARENA 1

Arena 1 Waves of thugs from four directions. Preferred weapons: Triple Shot, Whirling Blades and Multiple
Collect Power—ups Waves of thugs, mines and shrapnels. Preferred weapons: Triple Shots, Whirling Blades and Missile
Eat My Shrapnel Mines, shrapnels and thugs. Preferred weapons: Missile, Shield and Red Bombs
Total Carnage Mines, thugs and tanks. Preferred weapons: Missile, Shield and Whirling Blades
Crowd Control Wall gunners, mines and waves of thugs. Preferred weapons: Triple Shot, Whirling Blades and Missile
Tank Trouble Wall gunners, mines, shrapnel and thugs. Preferred weapons: Shield, Whirling Blades and Missile
Collect Keys Thugs, wall gunners, shrapnels and mines. Preferred weapons: Shield, Whirling Blades and Missile
Meet Mr Shrapnel Wall gunners, mines, shrapnels and thugs. Preferred weapons: Missile, Triple Shot and Shield
Bonus Prizes Mines and thugs, collect bonus prizes quickly and beware of the shrapnels. Preferred weapons: Triple Shot, Whirling Blades and Multiple
Mutoid Man Shoot the left arm, then the right. Now shoot at the body to destroy him. Preferred weapons: Missile, Red Bombs and Shield

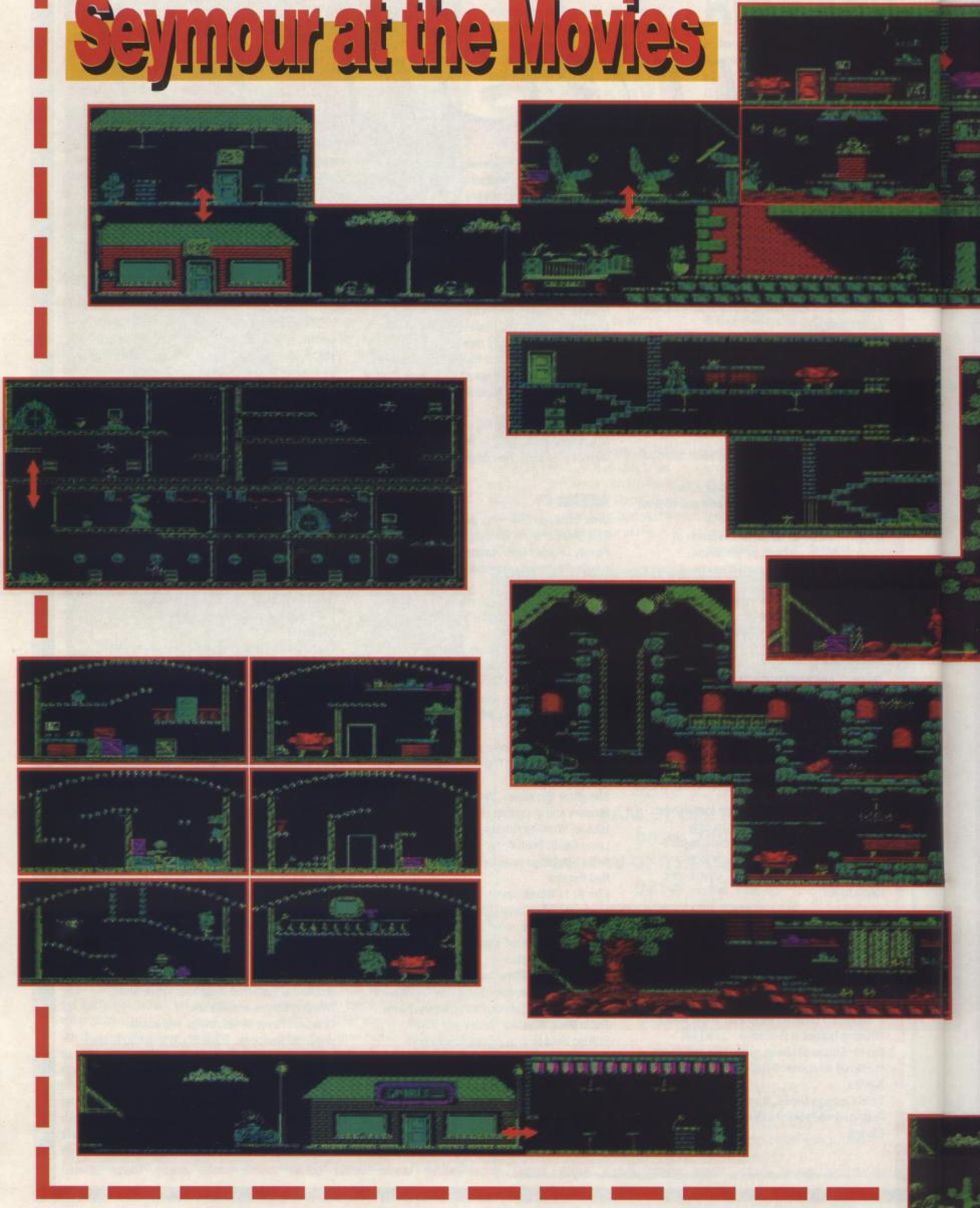
ARENA 2

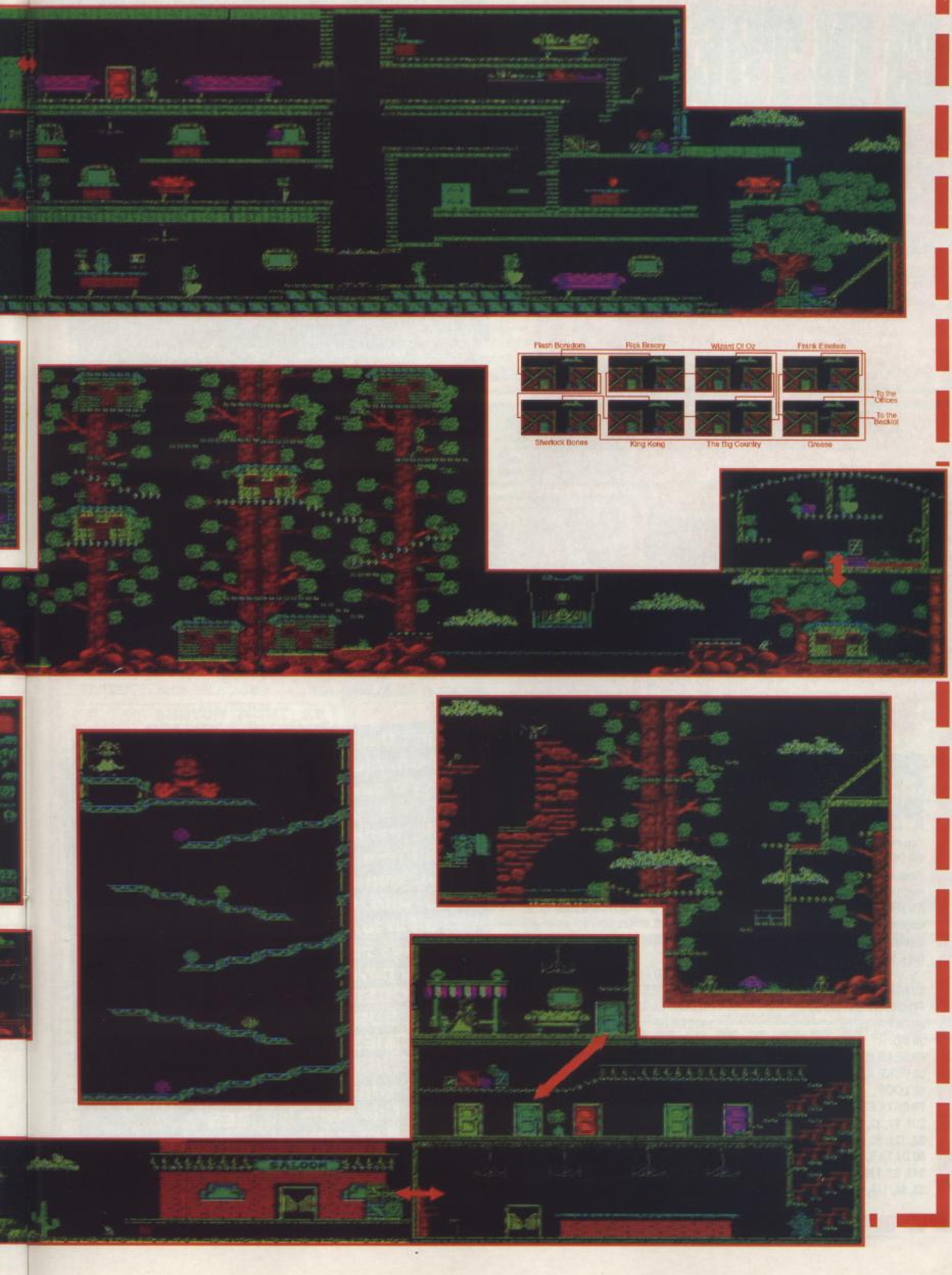
Orbs Orbs (surprisingly), preferred weapons: Red Bombs, Triple Shot and Shield
Rowdy Droids Mines, saucers and those rowdy robots. Preferred weapons: Red Bombs, Triple Shot and Missile
Vacuum Clean Mines, robots and swarmers. Preferred weapons: Triple Shot, Whirling Blades and Shield
Firepower Is Needed Mines, swarmers and robots. Preferred weapons: Triple Shot, Whirling Blades and Shield
Metal Death Saucers and robots. Preferred weapons: Triple Shot, Whirling Blades and Shield
Watch Your Step Mines, robots and shrapnels. Preferred weapons: Triple Shot, Whirling Blades and Shield
Slaughter 'Em Mines, swarmers, robots, saucers and shrapnels. Preferred weapons: Missile, Whirling Blades and Shield
Laser Death Zone Orbs, saucers, robots and tanks. Preferred weapons: Missile, Shield and Red Bombs
Film At 11 Mines, saucers and robots. Preferred weapons: Triple Shot, Red Bombs and Shield
Defend Me Mines, robots, saucers and shrapnels. Preferred weapons: Missile, Shield and Whirling Blades
Turtles Nearby Mines, tanks and orbs. Preferred weapons: Missile, Shield and Whirling Blades
These Are Fast Robots. Preferred weapons: Triple Shot, Whirling Blades and Shield
Buffalo Herd Nearby Mines, robots and swarmers. Preferred weapons: Triple Shot, Whirling Blades and Missile
Chunks Galore Mines, swarmers, saucers and robots. Preferred weapons: Missile, Triple Shot and Whirling Blades
Meet My Twin Robots and shrapnels. Preferred weapons: Missile, Shield and Tripe Shot
Smash 'Em Robots, saucers and swarmers. Preferred weapons: Triple Shot, Missile and Whirling Blades
Meet Scarface Shoot and destroy all of Scarface's rim to destroy him. Preferred weapons: Missile, Red Bomb and Yellow Bomb

ARENA 3

No Dice Mines, priests and tanks. Preferred weapons: Missile, Whirling Blades and Shield
No Turtles Allowed Priests, mines, snakes and swarmers. Preferred weapons: Triple Shot, Multiple and Shield
Turtle Chunks Needed Mines, priests and shrapnels. Preferred weapons: Triple Shot, Shield, Missile
Dynamite Cobra Boss Mines, snakes, saucers and robots. Preferred weapons: Triple Shots, Whirling Blades and Shield
Witness Total Carnage Mines, snakes, saucers and thugs. Preferred weapons: Triple Shot, Missile and Shield
Secret Rooms Nearby (South) Thugs, mines and shrapnels. Preferred weapons: Triple Shot, Missile and Shield
Use The Buffalo Gun Mines and robots. Preferred weapons: Triple Shot, Missile and Shield
Last Arena? Mines, saucers, swarmers and thugs. Preferred weapons: Triple Shot, Missile and Whirling Blades
Turtles Beware Thugs, mines and snakes. Preferred weapons: Triple Shot, Blue Bombs and Whirling Blades
Extra Sauce Action Mines, shrapnels, snakes and thugs. Preferred weapons: Triple Shot, Whirling Blades and Shield
Cobra Just Ahead Mines, priests and shrapnels. Preferred weapons: Missile, Whirling Blades and Shield
Secret Room Nearby (North) Mines, thugs and tanks. Preferred weapons: Missile, Whirling Blades and Triple Shot
Enjoy My Wealth Mines, saucers, swarmers and thugs. Preferred weapons: Triple Shot, Whirling Blades and Shield
Walls Of Pain Mines and robots. Preferred weapons: Triple Shot, Shield and Multiple
Temple Alert Mines, priests, snakes, saucers and tanks. Preferred weapons: Triple Shot, Whirling Blades and Missile
Scorpion Fever Mines, thugs and snails, preferred weapons: Triple Shot, Whirling Blades and Shield
Eat My Eyeballs Shoot the left arm, then the right. Now continually shoot the body to destroy the game show host and end the game. Preferred weapons: Missile, Red Bomb and Shield

Seymour at the Movies




Flash Boredom
Rick Bracey
Wizard Of Oz
Frank Einstein
To the Offices
To the Backlot
Sherlock Bones
King Kong
The Big Country
Grease
SALOON

CJ IN THE USA

The little elephant bloke's second adventure was even more tricky that the first, but armed with a trunk full of peanuts and his fighting spirit (and your help, of course), he's bound to make it through Level One. Here's a guide to help you.

First get the two bombs on the right-hand platform, then jump up on the blocks to the lift and let it take you to the top platform. Go up and left using the blocks suspended in the air until you reach the block that's level with the wall. Jump onto this and move left, down the stairs. Go past all the blocks until you reach the far right downwards passageway. Drop down and push the joystick to the right as you fall.

Jump over the water at the bottom then go up. Kill the cute Croc, jump the spikes and fall down (adjusting your fall so you land on the block in the water). Once there, wait until the Football Player and the surviving Croc are close, then bomb the basts. Now head left using the platforms and get onto the gliding block. Allow it to take you right, then jump onto the end blocks and transfer to the platform moving the other way. Let it take you to the far left and jump off when you reach the end blocks. Using the blocks, go right, but watch the creatures along the way and don't use too many bombs.

You should now be at the entrance to the complex. Go down. Move up the shaft to the right, then back up and left. Drop into the small hole to save an elephant. Now you have to drop exactly at the right time to land on the gliding block you encountered earlier (miss it and you'll have to start again).

Repeat the preceding steps, but when you reach the entrance to the complex go up on the platforms. Go left and jump up to the single blocks. Jump up again and move left a tad, now drop off to save another pachydermal pal. Go down the right shaft to the single blocks, go right and another elephant's out of the bad guys' clutches. Now go back up and drop down to the small passageway, pressing the joystick to the left as you fall.

Go down the shaft, drop off to the right and push left while falling. You've reached the first guardian. Keep your distance and peanut him. If he hits you, move in close while invincible and bomb him.

SPELLBOUND DIZZY

The latest, hardest and possibly the last *Dizzy* game ever has everyone in the whole wide world stumped. The game's so vast (105 rooms) even hardened Dizzy fans are finding it difficult to complete. I haven't had any solutions or maps on the game at all! But here are a few hints on the uses of objects found around the landscape:

Aqualung — breathe underwater
Heavy Rock — need to go down shaft and unbalance the balance
Hammer — silly rapper with flappy trousers. Er, I mean, straighten cart track and hit end of pipe
Brake Shoe — mend cart
Megaphone — talk to Dylan
Ear Trumpet — listen to Dylan and free Grand Dizzy
Dylan's Vibes — free Dylan
Shamrock — give to Shamus for Talisman
Jar — catch firefly with it and lid; get honey
Lid — see Jar
Umbrella — fly above shaft and protect smoking log from rain
Firefly In Jar — see in the dark
Talisman — protection from sea creature
Honey — give to bear
Bones — drop on man-eating plant
Soggy Stick — place by fire in Dylan's prison
Smoking Stick — pacify bees
Cart — needs brake shoe; carry no rocks when riding in it
Trampette — get out of pit
Pot Of Pepper — drop on whale for spout of water
Sinclair ZX81 — free Denzil; put on plug socket to open tube
Glass Slipper — free Dora
Seaweed — get past bats

PRINCE OF PERSIA

You may have noticed by now that the POKEs printed for *Prince Of Persia* last issue were for 256K machines only. Whoops! Come on, it's about time 256K SAM owners upgraded to 512K machines then we wouldn't have problems like these! Here are the 512K POKEs:

```
10 REM PRINCE OF PERSIA 512K
POKES BY S INWOOD
20 LET A=32768
30 DO
40 READ I: EXIT IF I=-1
50 POKE A,I: LET A=A+1
60 LOOP
70 DATA 62, 1, 211, 226, 219, 224,
203, 71, 32, 250, 219, 225, 254, 4, 202,
32, 128, 62, 123, 48, 2, 62, 91, 211, 224
80 DATA 6, 20, 62, 254, 195, 4, 128,
243, 62, 128, 211, 224, 6, 20, 16, 254,
33, 64, 156, 1, 227, 0, 24, 2, 237, 162,
219, 224, 203, 79
90 DATA 32, 248, 203, 71, 32, 246, 17,
64, 156, 167, 237, 82, 34, 82, 128, 251,
230, 28, 200, 207, 19
100 DATA -1
110 CALL 32768
120 REM PREVIOUS LINES LOAD
BOOT SECTOR AT ADDRESS 40000
ONWARDS.
130 REM DPEEK 32850 GIVES
LENGTH OF BOOT SECTOR
140 POKE 40608, 204, 1
150 LET A=41001
160 DO
170 READ I: EXIT IF I=-1
180 IF I>255 THEN DPOKE A,I: LET
A=A+2: ELSE POKE A,I: LET A=A+1
190 LOOP
200 POKE 491520, MEM$(40000 TO
41053)
210 CALL 491529
220 REM DELETE POKES YOU
DON'T WANT
230 DATA 62, 255, 50, 49450: REM
GIVES YOU 42.5 HOURS
240 DATA 62, 8, 50, 49455: REM 8
ENERGY POINTS
250 DATA 62, 195, 50, 62042: REM
SPIKES DON'T KILL
260 DATA 175, 50, 57014: REM
CAN'T LOSE ENERGY BUT CAN BE
KILLED
270 DATA 62, 24, 50, 58555: REM
GUARDS CAN'T KILL YOU
280 DATA 62, 195, 50, 54463: REM
CAN FALL AS FAR AS YOU LIKE
290 DATA 62, 195, 50, 61410: REM
CAN'T BE KILLED BY BLADES
300 DATA 33, 49494, 34, 49286: REM
SKIP LEVELS (CNTRL+Q THEN
PRESS I)
310 DATA 195, 49152, -1: REM DO
NOT DELETE
```

Wasn't that just wild and wacky? No? Oh, please yourselves then. I'm off for a deep pan pepperoni pizza (so *that's* why you wear those stupid 'turtle' neck sweaters, Nick —Ed). I think I've earned it, so there! See you again, same time, same place, next issue. And don't be late or I'll keep you all in for extra tipping lessons (promises promises — Ed)! Send any info you have on a Speccy game to: NICK ROBERTS, PLAYING TIPS, CRASH, EUROPRESS IMPACT, CASE MILL, TEMESIDE, LUDLOW, SHROPSHIRE SY8 1JW. And by the way, the winner of the £40 software voucher this issue is... BEN GARDNER of Nottingham for the *Seymour* solution. Ta-ra!

Captain Planet

Mindscape • £10.99 cass • £15.99 disk

All you lentil-eating, CFC-free hairspray-using freaks are in luck this month because good ol' Captain Planet and his green gang have brought their super-righteous brand of eco-friendliness to save our world. ALAN GREEN fills up with lead-free petrol and tracks down the Planeteers...





● **Crash, bang, wallop! 500-0 to th Captain.**



● **Looks like the Captain's got hold of Cupid's bow and arrows.**

For those totally un-'right on' drongos who haven't been following the cartoon capers of *David Ike and His Fabulously Turquoise Flying Suits...* sorry, I mean *Captain Planet and the Planeteers*, it features a team of environmentally sound, super-hard superheroes.

Set in a future age, the Earth's in serious danger of being destroyed by the activities of Hoggish Greedly, mad scientist Dr Blight and aptly named Verminous Skumm (now there's a bunch of dodgy-sounding dudes). These wicked types are foolishly ignoring the cries of a dying planet in their relentless pursuit of wealth.

As we all know, the Cap'n and his band of environmental warriors are constantly fighting mans' destruction of the natural world. All those money-grabbing industrialists have got a new force to consider as this right-on bunch of heroes smash their schemes. As if global warming, the depletion of the ozone layer, pollution and so forth aren't enough!

THE HUNKY CAP

In this shoot-'em-up you control the hunky Captain Planet himself (unlike other versions of the game, in which you control all the characters in a platform romp). He controls all the forces of nature in his battle: Earth, Fire, Air, Water and Heart. Er, well actually he shoots twinkly stuff at the baddies. He brings relief to the rain forests, aid to the animals, sanctuary to the seas and peace to the planet (hoorah!).

He begins the game flying through space (as these superheroes invariably end up doing). As he tears forward to infinity, he has to dodge oncoming stars (which splat him into oblivion on impact — no surprise there) and grab clocks which give him extra time to rescue the world. This is just an introduction to the real assault on the villains. Once splattered on an approaching star, he takes his time bonus and returns to Earth.

PRINCE

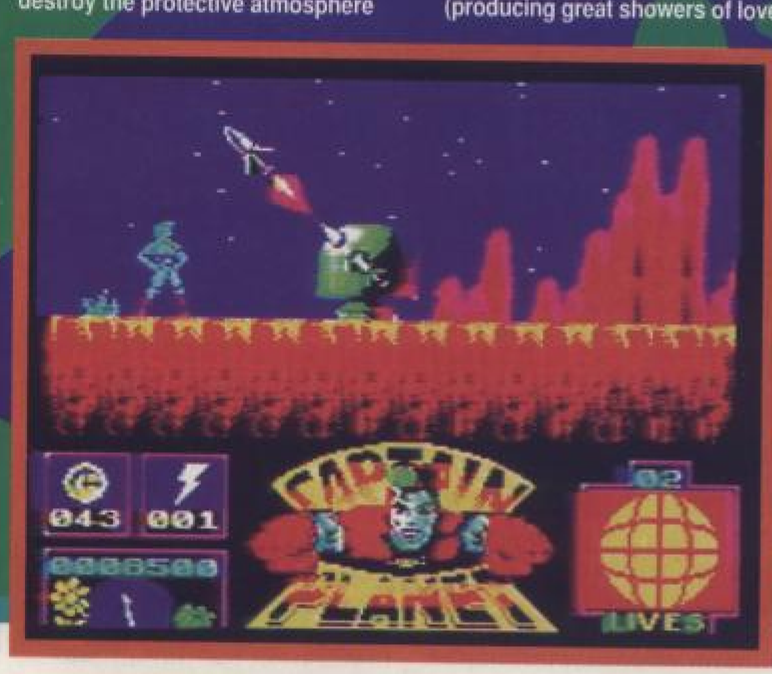
First off there's evil profiteer Sly Sludge to deal with. Known as 'the prince of pollution', he plans to destroy the protective atmosphere surrounding the Earth with his CFC-loaded missiles and ozone-unfriendly balloons. Why? So he can turn the whole planet into a holiday resort ('cause it'll be so hot)! Cor blimey, the lengths some people go!

Capn Planet's got to fly along collecting the balloons, being careful not to shoot them (else the harmful gas will escape) and dodging rockets and other nasties that scream past. With dramatic explosions on screen (producing great showers of love





● **Sly Sludge — he's got less moral fibre than a Pot Noodle**

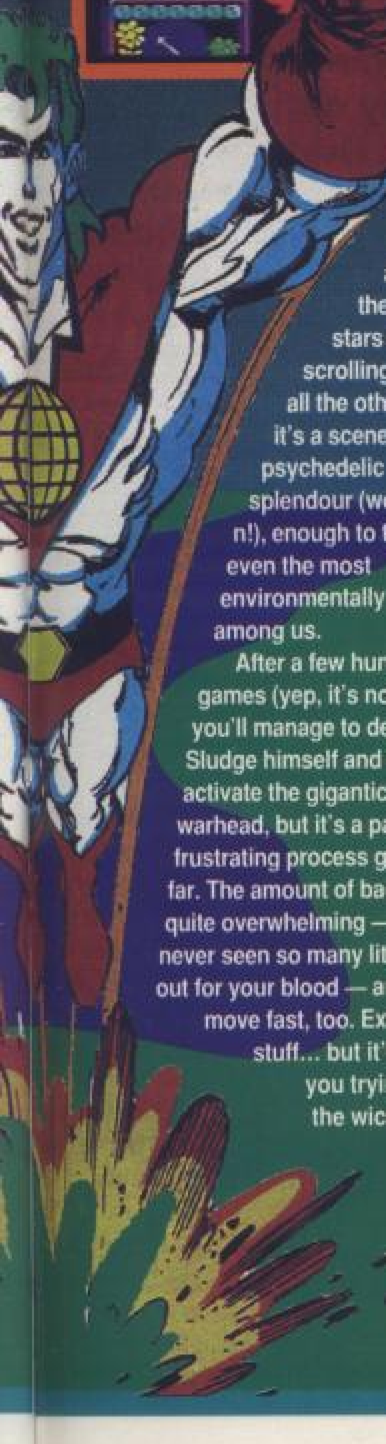




● Glug Glug. He swims through the oceans to curtail those environmental enemies.



● Captain Planet mingling with the stars. Oh look! There's Kenny Everett. Sludge has been defeated and the atmosphere saved.



hearts all over the place), stars parallax-scrolling by and all the other action, it's a scene of true psychedelic splendour (wow maaa-n!), enough to touch even the most environmentally unsound among us.

After a few hundred games (yep, it's not easy), you'll manage to defeat Sludge himself and de-activate the gigantic CFC warhead, but it's a painfully frustrating process getting this far. The amount of baddies is quite overwhelming — you've never seen so many little sprites out for your blood — and they move fast, too. Exhausting stuff... but it'll keep you trying until the wicked Sly

PLUNDER, SLUDGE AND BLIGHT

Once Cap's sorted this little problem out, he finds himself floating around in space again. Then there's other battles of conscience to fight. Looten Plunder (great name!) is planning to capture dolphins. Why? To use them in his despicable experimentation, that's why. He's going to poison them with vast amounts of oil waste!

The task's much the same sort of thing as dealing with Mr Sludge, but underwater. The barrage of enemy assault is just as fierce, but this time it's sea urchins and such like all over the screen, and the background's made up of little upward-scrolling bubbles (cute, eh?).

The Captain's next goodly mission is to put a spanner in the works of dastardly Dr Blight. He's planning to burn down a massive area of rain forest. Why? (You knew he was going to say that, didn't you? —Prod Ed) To go and build a dirty great Plutonium mine there. And you know what they make with Plutonium. Yes, those nasty nuclear bomb things.

To carry out this operation, Dr Blight's using aeroplanes to drop great fire bombs on the forest in question. If the destruction of trees isn't enough, think of all the animals in the area getting burned to death! You've really got you're work cut out in this game, haven't you?!

I'm not sure *Captain Planet* is going to convert us all into green-minded warriors of mother nature, but it's a damn good game. Uncompromisingly pretty and dangerously fast, it'll have you at it for ages (oo-er). It's similar to some of Mindscape's previous offerings (is this an *echo-logical* trend? haw haw), but I doubt fans of fast and furious action will be disappointed.

● 88%

Ten 'right on' things to do

1. If you've mistakenly bought other Speccy 'mags', don't trash 'em. Cut them into little squares, put them on a nail in the wall of 'the smallest room' and use them when nature calls!
2. Paint everything in your bedroom green — even yourself. You won't be able to find a ****ing thing but you'll feel very green.
3. If you use tea bags, cut the top off old ones and empty out the soggy tea leaves. Then fill them with fallen flower petals, staple the top together and put them in your underwear drawer to keep everything smelling of roses — literally!
4. Don't use mild green F***y L*q**d or P**m***v* to blow soap bubbles, use plain water instead. You won't get many bubbles but you'll have a damn good blow (missus)!
5. Buy the *Captain Planet* videos and comics to swot up on the latest eco news. They're a jolly wheeze and when you're bored of them you can make a small portable WC with them.
6. Don't tie parcels with lots of string. Just use one short piece of elastic: it'll help develop your muscles and the parcel can be opened with remarkable speed and ease.
7. Instead of pampering to the whims of fashion, learn a little origami and use an old newspaper to make a distinctive titfer (hat)!
8. Preserve the peat bogs in East Anglia. Rather than Growbags and such like, put horse manure in plastic bags and spread dung over you flowerbeds. Then hope your neighbours don't complain about the smell of sh–(*snip!* —Ed).
9. Instead of putting your rubbish out for the binmen to collect or dropping it in the local tip, gather it into a large skip, take a trip to the Beeb studio and dump it over the *Blue Peter* team. This won't make any difference to the environment but it'll give a lot of people a good laff.
10. If you see any litter in the street, pick it up. You never know, that small piece of paper might be a fiver.

NICK

Wow, man! My Speccy's exploded and the colours have gone mad! No, hold on. Am I playing the Amiga version? Nope, it's definitely the Spectrum and it's terrific! Anyone who's played games like *Extreme* and *Dan Dare 3* will know what to expect from *Captain Planet* as it's been programmed by the same team. The trouble with *Extreme* was that the graphics were amazing but the game was only a couple of levels long! Every *Captain Planet* sprite and background is packed to bursting point with colours and there's no clash to make things look untidy. Unfortunately the amount of things going on make it very difficult to keep up with the action, especially when there are rockets firing all over the shop. It's a bit like Bonfire Night around Ludlow! This is one game that even the slickest of gamesplayers won't complete in a hurry. Having a storyline covering green issues is a great idea and coupled with the slick presentation and graphics it's a thoroughly enjoyable blast. ● 87%



Rating

A rampant and addictive blast and right-on, too

PRESENTATION	91%
GRAPHICS	93%
SOUND	72%
PLAYABILITY	86%
ADDICTIVITY	89%
Overall	**88%**

G-LOC Air battle

Images • £11.99 cass • £16.99 disk

G-LOC? Apparently means 'Loss of consciousness through G-force', which happens if you do whirly-whirly manoeuvres in one of those fandangle machines. Might as well just dive into a washing machine, really! ALAN GREEN was looking a bit grubby so we bundled him in and switched on.





• This might not look a particularly stressful situation — but just look at that radar!

Arcade addicts will know that crazy big round machine you actually jump inside and go round and round in until you're sick. I'm not talking about Lucy's bubble car (although that makes you sick) but the incredible 'total experience' *G-LOC* coin-op.

Not only is the game enclosed in the large globe of its casing, it actually spins around as you play. Indeed, it's more often a case of loss of conciousness by vomiting than G-force!

Speccy owners needn't panic, though — this version leaves you rooted firmly on the ground. (Unless you pick someone up while they're playing it and turn them upside-down and so forth. This is inadvisable and we don't recommend you do it at home.)



• Wow! What a magnificent scene as you plunge to your doom



• Hold onto your brains...

CRAZY LIKE A THUNDERFOX

The object's to fly your remarkable Thunderfox jet, taking out enemy installations a-plenty. Set in the next century, the enemy are the Citizens Defence Force (CDF), a ruthless and powerful vigilante army (ie, the baddies).

Their organisation has arisen after the collapse of governments and the mass onset of war throughout the world (it was obviously going to happen sooner or later). The planet is lawless and the people are scared.

The last stand for good old democracy as we know it is the United Nations. Itself a crumbling force, the last chance is to deploy its Thunderfoxs (sound like the girls you see on Bon Jovi videos).

These fighters represent the very pinnacle of aviation technology but are as yet untested (oh boy, I'm the guinea pig!).

You're up against the most fearsome of air and ground adversaries, seen from a 3D pilot's-eye view. After a spectacular take off and a quick 360-degree spin, you're straight into the battle.

WAAGH! INCOMING!

There's no pussyfooting around here, unlike more realistic flight simulators. As soon as you get up there your radar fills up with little blips homing in on you — and all spell trouble. Before you know it, the screen's full of enemy fighters.

Indeed, there's an astonishing number of sprites onscreen at once, all carefully drawn. And even with all this going on, the action remains phenomenally fast and furious.

So there you are, several thousand feet up in the air, being attacked by about eight planes at once, from different angles and varying distances. Mmmm, tricky situation this, even for Tom Cruise, but your Thunderfox has the



● Zoom down them canyons boy!

Causes of Loc

1. Going so fast blood spurts out of your orifices and your eyes pop out of their sockets.
2. Going to sleep.
3. Watching *Top Gun*.
4. Playing 'who can keep a plastic bag over their head the longest'.
5. Getting repeatedly smashed over the head with a +3 Spectrum (or similar blunt object).
6. Waiting with baited breath for the next issue of CRASH.
7. Waiting for a SAM tape to load.
8. Getting further than the third level on *G–LOC* (faint with surprise).
9. Doing too much work.
10. Throwing a Spanish haddock across a Space shuttle then... zzzzz!



● Missiles away. Eat plutonium scumbags.



● Oi! you sank my battleship!

technology to deal with such an assault.

For starters, you should let fly (ho ho) with those machine guns almost all the time, in the vague hope of blasting the enemy down. It's a fairly clumsy weapon and isn't easy to train on fighters.

BARFTER-URNER!

But you've got a Heads-Up Display to aid you (a what?). It's an amazing system that locks your sights onto an enemy and allows you to launch a heatseeking missile to blow the vagabond to bits (ha!). However, it's advisable to save these useful missiles for later stages.

Your jet's equipped with afterburners to give bursts of ultra-speed to pursue enemies who flee in the face of your magnificent machine (ooh, chase me chase me —Ed). Jolly good fun, but using turbo power wastes more fuel than the Gulf War!

And when the fuel gauge hits zero you can guess what happens. Yup, it's a case a 'neeeeeow-SPLAT!' — one squidged pilot. The only way to avoid such a calamity is to blast the level's enemies before fuel runs out, and don't bother chasing the one that got away.

TOUGH COOKIE

It's not easy getting the hang of this. You need to play it for quite some time before it begins to feel like you're not still on the demo! The controls are responsive but sometimes confusing. And the stifling speed (plus the number of enemies homing in like a swarm of bees) add still further to the bewilderment.

As programmer Rob Hylands of Images told us, the game's been designed to be 'fast and frantic' like the stomach-churning original. The explosions, missiles coming right at you and death sequence are all impressive (how morbid I am). The accompanying engine roars and machine gun fire are appropriate — loud and ear-bashing!

I don't think that all you Red Barons, Tom Cruises and so on will be disappointed with this. It's an ambitious game for the Spec, which usually spells disaster, but it's certainly got some balls (you know what I mean, foul-minded youth!).

Pity the game doesn't come with a G-force simulator like the coin-op. But then it might be a bit more expensive, and you couldn't play straight after din-dins.

● 76%

MARK

(Corky found he was getting CRASH withdrawal symptoms — nervous twitch, eyeballs popping out, minor stuff like that — so he came back for a guest appearance...)

'I feel the need, the need for speed.' What the hell was Tom Cruise on when he shouted this in *Top Gun* (and could I have some please)? My idea of 'speed' is around 200mph (in Nick's car going down a steep hill, with the engine switched off), not three times the speed of sound where G-forces make the average human weigh about three tons. We've waited a long time for *G-LOC*, but is it worth it? Well, fans of the coin-op (like me) are going to be disappointed. Graphically, Speccy *G-LOC*'s good, there's no doubt about that. Although monochrome, the enemy planes and backgrounds are nicely drawn and shaded. The main bugbear is the yawny gameplay; Snooze City (Arizona) was a place I frequently visited when writing this comment. The action is literally 'blast the cack out of all and sundry'. Unfortunately, the 360-degree 'pass the sickbag, please Vicar' hydraulic seat of the arcade original isn't present. I'm a great fan of the *Afterburner* genre and *G-LOC*'s worth a look if you're of the same mind. ● 72%



Rating

Super-fast, super-hard coin-op action

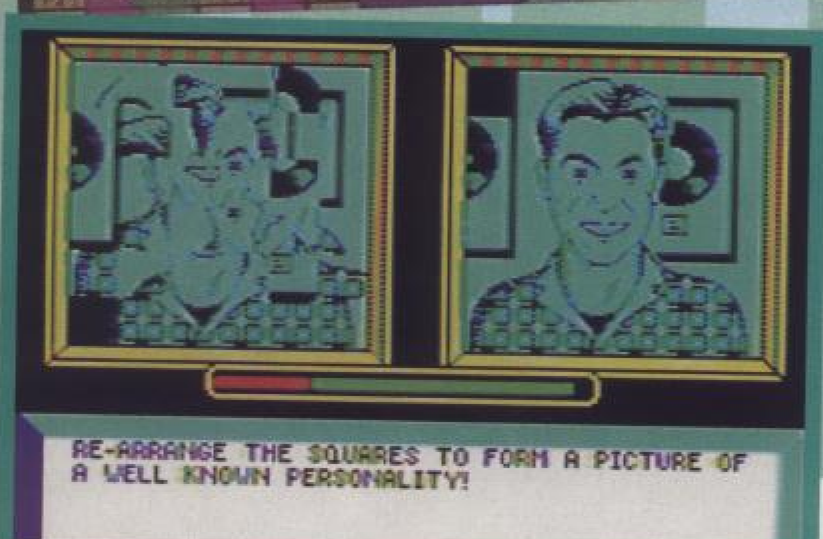
PRESENTATION	79%
GRAPHICS	87%
SOUND	73%
PLAYABILITY	74%
ADDICTIVITY	79%
Overall	**74%**

Double Dare

Alternative Software • £2.99



Suddenly discovering you've got a brain cell at the grand old age of 23 comes as a bit of a shock to anyone. BIG AL GREEN was so gob-smacked by his discovery he walked straight into a wall! Since then he's been seeing *double* so we *dared* him to write this review (ho ho).



• **Spot the difference.**

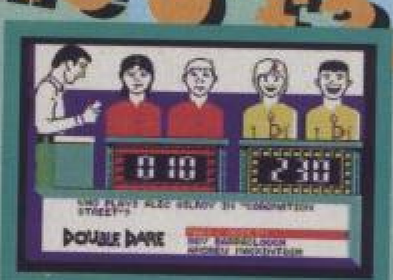
It's good news for all you *Going Live!* fans out there. No, it's not a chance to drool over Sarah (no relation) Green or Philip Schofield (phwoar! —Ed) but a Speccy version of that wacky TV quiz, *Double Dare*. Presented by zany Peter Simon (don't mention the ring doughnuts — what a dick!), this is the brain-strain game where you end up hot, sticky and very, very GREEN (whizzo! an environmentally-friendly game —Ed).

Definitely not for the dim-witted (that rules out the CRASH team —Ed), if you get an answer wrong it's green gunge galore all over your pretty little bonce. But if you're one of those weirdos who can't get enough of this sort of thing, get stuck in from the slime-free safety of your armchair.

CELEB SQUARES

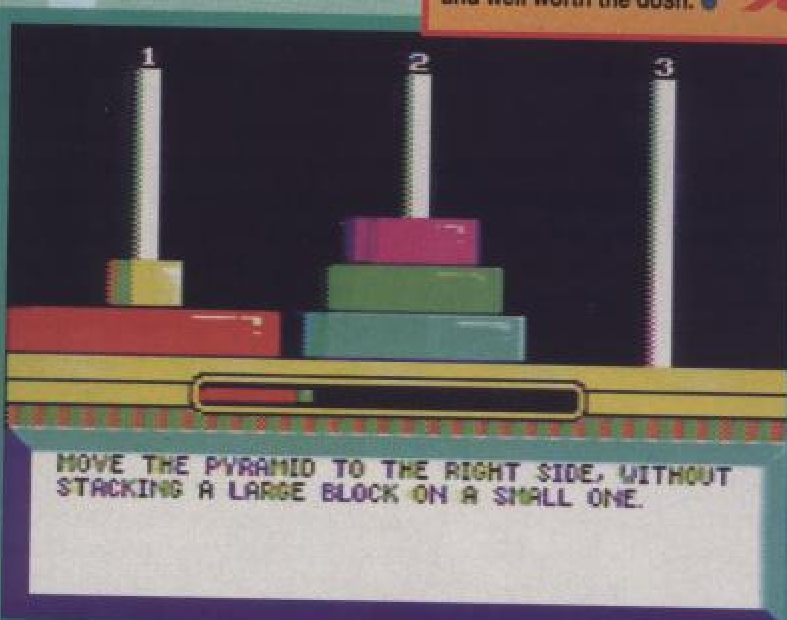
As on TV, two teams battle it out in a trivia quiz, but here you take on a mate or the computer. Each multiple choice (/guess) question's directed to one team at a time. If you're a right royal thicko and can't answer, 'Dare' it over to the other team. If they're equally brain-dead they can 'Double Dare' it back. Then either come up with the answer quick for loadsa points or down comes the green gunge and you face one of three challenges!

First up there's a moving square picture puzzle (of Jason Donovan and other 'great' stars from the world of pop), the second a 'Simon'-style pattern-following game, and finally a kind of computerised thought puzzle of the kind Oriental monks supposedly sit and play for years on end. Each is a little game in its own right.



• **Got any doughnuts down there Pete?**

The questions are of the classic 'Which star of Coronation St...?', 'Which great sportsman...?' variety, all with a selection of inspired answers. Questions repeat themselves before long but there's more to load in and an unlimited time to answer them, so you could even pop down to the local library to figure out the trickier ones!



• **Mind mashing puzzle game — as played by Tibean monks**

ASSAULT AND SPLATTERY

The winning team go on to part two — the assault course. The arcade-style action takes you across several screens in search of ten flags, avoiding vast tanks of gunge on the way. It's a simple platform game with a bit of thought and strategy thrown in.

Your man's very difficult to control and there's not a lot in the graphics or gameplay to keep your interest for long. It's more or less a case of getting from one side of the screen to the other using the rollers, platforms and so on, collecting flags where appropriate (often trickier than it appears).

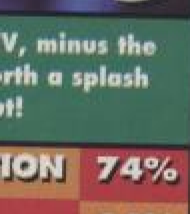
A nice touch in the quiz section are the changing expressions of the contestants who grimace and smile appropriately, while Mr Simon's jaw rattles up and down as the questions are revealed.

There's nothing special about this game, but for a budget price it'll give die-hard *Double Dare* fans a giggle or two.

• **60%**

NICK

There can't be anyone out there who hasn't seen Peter Simon's ramblings on *Going Live!* every Saturday morning. Isn't he an annoying bloke? No wonder the kids cover him in slime every week! The idea behind the programme's great, though, and makes an addictive computer game thanks to Bizarre 'Did you spill my pint?' Developments. The quiz section's a little slow, text printed one character at a time, but this gives the player a chance to get their brain into gear (and let's face it, Nicko needs to —Ed). It's the challenge and assault course sections that make the game, of varying difficulty to appeal to all ages.



The assault course is excellent — grabbing chickens by the bum to find a flag and falling into vats of green gunge is my idea of fun (maybe you should see a doctor, Nick —Ed)! *Double Dare*'s a playable mixture of quiz and arcade styles and well worth the dosh. • **76%**

Rating

As seen on TV, minus the gunge — worth a splash out!

PRESENTATION	74%
GRAPHICS	64%
SOUND	58%
PLAYABILITY	71%
ADDICTIVITY	65%
Overall	**68%**



ATARI ST
520ST-E DISCOVERY XTRA PACK

HARDWARE:

512K 520ST-E + MOUSE	£329.99

ENTERTAINMENT SOFTWARE:

FINAL FIGHT - *Arcade Game*	£25.99
SIM CITY - *Life Sim*	£29.95
9 LIVES - *Arcade Game*	£19.95
ROBOT MONSTERS - *Arcade*	£20.42

PRODUCTIVITY SOFTWARE:

CONTROL.ACC - *Utility Software*	FREE
EMULATOR.ACC - *Utility Software*	FREE
FIRST BASIC - *Programming*	£49.99
NEOCHROME - *Art Package*	£29.99
ST TOUR - *Tutorial*	£4.99

PLUS! FREE FROM SILICA:

TENSTAR GAMES PACK	£219.78
PRODUCTIVITY PACK	£104.97
TOTAL VALUE:	£836.02
YOU SAVE:	[illegible]
SILICA:	£299

PLUS! FREE HOLIDAY ACCOMMODATION

£299

RETURN THE COUPON FOR A **FREE! COLOUR CATALOGUE**



1040ST-E FAMILY CURRICULUM PACK

The Family Curriculum Pack comes with a 1040ST-E computer and mouse plus 5 software modules (3 titles in each), one for every age range. The combination of education, creative and business software from Atari, plus the FREE entertainment and productivity packs from Silica, makes for a package the whole family can enjoy!

PLUS! *FREE* HOLIDAY ACCOM

1Mb 1040ST-E + MOUSE	£399.99
1. PLAY & LEARN	£76.59
2. JUNIOR SCHOOL	£58.54
3. GCSE REVISION	£55.54
4. BUSINESS COMPUTING	£159.85
5. CREATIVE COMPUTING	£134.97
PLUS! FREE FROM SILICA	
TENSTAR PACK	£219.78
PRODUCTIVITY PACK	£104.97
TOTAL VALUE:	£1210.23
YOU SAVE:	£811.23

£399

SILICA PRICE - INC VAT + FREE DELIVERY

ATARI 520ST-FM DISCOVERY PACK

£259

INC VAT + FREE DELIVERY + FREE TENSTAR & PRODUCTIVITY PACKS

ATARI ST - *MORE THAN JUST GREAT GAMES!*

FREE! FROM SILICA WITH EVERY ATARI ST

TENSTAR GAMES PACK

The TenStar Games Pack is THE software compendium for Atari ST owners, featuring ten top titles with a variety of different types of games for you to enjoy. Each title is packaged in its own plastic case, with a colour sleeve and full instructions. The TenStar Games Pack is FREE! when you buy your ST from Silica Systems.

FREE! WORTH: **£219.78**



TOTAL FREE PACKAGE

TENSTAR GAMES PACK **- £219.78:**

Asterix - *By Coktel Vision*	£24.99
Chess Player 2150 - *By CP Software*	£24.95
Drivin' Force - *By Digital Magic*	£19.95
Live & Let Die - *By Elite*	£19.99
Onslaught - *By Hewson*	£19.99
Pipe Mania - *By Empire Software*	£24.99
Rick Dangerous - *By Firebird*	£24.99
Rock 'n' Roll - *By Rainbow Arts*	£19.99
Skweek - *By US Gold*	£19.99
Trivial Pursuit - *By Domark*	£19.95

PRODUCTIVITY PACK **- £104.97:**

1st Word - *Word Processor*	£59.99
Spell It! - *Spell Checker*	£19.99
ST Basic - *Programming Language*	£24.99
TOTAL RRP:	£324.75

FREE! WORTH NEARLY: £325

PLUS! *FREE* HOLIDAY ACCOMMODATION

FREE! SILICA SYSTEMS ST PRODUCTIVITY PACK

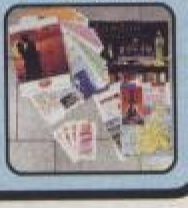
Every Atari ST from Silica comes with a FREE Silica ST Productivity Pack, worth over £100. This pack has been specially put together by Silica to help you to get to grips with the productive side of computing from day one. Each title has been tried and tested by tens of thousands of Atari ST owners, who have begun word processing with 1st Word and programming with Atari ST Basic.



1st WORD - from GST	£59.99
SPELL IT! - for use with 1st WORD	£19.99
ST BASIC - with tutorial	£24.99
TOTAL RRP:	£104.97

FREE! 16 NIGHTS HOLIDAY HOTEL ACCOMMODATION

Every Atari ST from Silica comes with a FREE 72 page, full colour brochure with accommodation vouchers. These vouchers entitle 2 people to stay up to 16 nights in one hotel (or any number of hotels to a total of 16 nights) with accommodation FREE (you could take up to six nights for four people, or other options). Choose from the 250 hotels featured in the catalogue. All you have to pay for are your meals (prices are listed in the brochure). Reduced rates in top London hotels and hotels in France are also featured.



SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT COURIER DELIVERY:*** On all hardware orders shipped in the UK.
- ***TECHNICAL SUPPORT HELPLINE:*** Team of Atari technical experts at your service.
- ***PRICE MATCH:*** We normally match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 12 YEARS:*** Proven track record in professional computer sales.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts available for large orders.
- ***SHOWROOMS:*** Demonstration and training facilities at our London & Sidcup branches.
- ***THE FULL STOCK RANGE:*** All of your Atari requirements from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you with offers and software/peripheral details.
- ***PAYMENT:*** By cash, cheque and all major credit cards.

Before you decide when to buy your new Atari ST computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your ST, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE **081-309 1111**

SILICA SYSTEMS

MAIL ORDER:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm		No Late Night Opening	Fax No: 081-308 0608
LONDON SHOP:	52 Tottenham Court Road, London, W1P 0BA		**Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm		Late Night: Thursday until 8pm	Fax No: 071-323 4737
LONDON (SELFRIDGES):	1st Floor, 369 Oxford Street, London, W1A 1AB		**Tel: 071-629 1234**
Opening Hours: Mon-Sat 9.30am-6.00pm		Late Night: Thursday until 8pm	Ask for extension 3914
SIDCUP SHOP:	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX		**Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm		Late Night: Friday until 7pm	Fax No: 081-309 0017

To: Silica Systems, Dept CRASH-0392-60, 1 - 4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND FREE ATARI COLOUR CATALOGUE

Mr/Mrs/Ms: .... Initials: .... Surname: ....

Address: ....

....

....

Postcode: .... Tel: ....

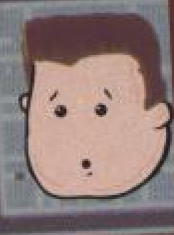
Which computer(s), if any, do you own? 63B

E&OE - Advertised prices and specifications may change - please return the coupon for the latest information.

Space Crusade

Gremlins ● £10.99 cass ● £15.99 disk (128

Spooky place, space. Very dark and black, with nasty alien thingies everywhere. Not the sort of place you'd like to go for a holiday — even if there's never a queue at the pool! That's why we sent NICK ROBERTS on a Space Crusade...





● "Carrots look nice today Mrs Jones!" "Yes, but not as nice as Space Crusade."



● Wow, these Supermarkets in space are the best place to find tins of inter-galactic mushroom soup aren't they Mildred!

Board games have been converted to computer since the year dot. Monopoly, Cluedo and the like have all put in an appearance and all lived up to their name — people rapidly became bored of them. They simply never worked as computer games.

Gremlin turned around the tradition with the release of a sword and sorcery jaunt, *Hero Quest*, which created a three dimensional world that was fun to play in and great to look at. Now prepare yourself for the follow-up — *Space Crusade*!

The player's plopped into the middle of an alien spacecraft as part of a Space Marine battalion. There are nasty mutant thingies out there and they've got to be blown to oblivion before they use the marines as main course!

ARMS AND ARMIES

There are 12 missions to choose from and the ability to load in new ones, when they're made available. Each has a different objective but don't worry, they all include lots of blasting action!

The great thing about *Space Crusade* is that up to three punters can play at the same time, taking it in turns to make their moves as they would playing the board game.

Marine Chapters (sort of like teams —Prod Ed) to choose from are Blood Angels, Imperial Fists and Ultra Marines. Each player's in command of five warriors and all have to be equipped with weapons before setting foot in the dangerous corridors of the ship. Different missions need different weapons from the armoury, which includes axes, plasma guns, assault cannons, missile launchers and power swords.

CRAFTY COMPUTERS

When all players have taken their turn, the computer moves the aliens around the ship and takes any necessary action. By this I mean either chewing your head off or walking straight by!

The nasties are familiar to anyone



● Gosh, aren't adventures fun? Yes they are.



● The quest for the cheap washing up liquid continues. Which way now bargain chums?

LUCY

After spending several millenia slotting the small plastic pieces of the board game together (and kicking Hubert, my pet kipper, around the room), I thought 'Sod it' and played the computer version. The character sprites are small but wonderfully animated, especially the ED-209 style Dreadnought robot. The amount of stuff packed in is quite incredible for the Spectrum — it must take months to learn all the different options. Nail-biting tension builds up as the marines yomp through the derelict ship. Trouble is, they often get their heads ripped off a few seconds later (sounds familiar!). Whether or not you're a fan of roleplaying games, *Space Crusade*'s a most awesome game (dude). ● 92%





MOVE PLAYER Press this and a dice is rolled to determine how many moves you get.

FIRE AT AN ENEMY Get those guns out and blast away!

HAND-TO-HAND COMBAT Ooo, scary stuff. It's more like hand-to-sweaty-slimey-webbed-paw!

ORDER CARDS These can help you out when it comes to weapon power and communication.

EQUIPMENT PACKS Just what have you collected along the way?

CONTROL DOORS A great option, this. It allows you to open and close doors anywhere in the spacecraft. If an alien's standing in the way when it closes, he gets squished!

SCAN FOR ALIENS See who's about the place.

FINISH TURN Ready to let the other players have a go?

3D/STRATEGY VIEWS Flip between the two views.

OVERALL MAP OF SHIP It's a big one with lots of dots on it (missus!).

STATUS OF CURRENT PLAYER What have you got hidden in your back pocket?

MAIN VIEW OF ACTION What's going on around you!

MOVE AROUND VIEW Scrolls what you see in all directions.

LIVES OF ALL MARINES AND COMMANDERS Who's died, who's still alive and who cares?



● The rebels stumble on a house party – lots of weirdos sitting in the corner with their cans of K cider?!



● Ooo, you rude man. Fancy slamming the door in our faces. We only wanted to sell you a few dishcloths.

who's played Gremlin's *Hero Quest* — they're mutations of the ones found in the game. Skeletons have become androids, goblins are now gretchins, orcs are orcs (really?) and Chaos knights have transformed into Chaos Space Marines.

These may seem an unfriendly bunch of fellows (they wouldn't buy you a pint down the Star & Moonbeam) but they're pansies compared to the big cheese of *Space Crusade*. Looking like a close cousin of ED–209 from *RoboCop* is the Dreadnought. If a player so much as sneezes in his general direction, he lets loose with the massive firepower at his disposal and it's goodbye cruel world (or should that be galaxy?).

PLAY IT AGAIN, SAM!

Handy icons include the scanner which allows the player to take a peek into nearby rooms to discover what lurks inside. This can save the skins of the marines by avoiding contact with anything green and slimey (snotty aliens, surreal! —Ed)!

If you've played the board game you'll know all about the special cards collected throughout the game. They're called Order Cards and allow a Commander to gain access to the computer of the mother ship and blast away.

The great joy of *Space Crusade* is it can either be played purely as a strategy game or the player can flip to and from the 3D view of the spacecraft and have a good look at the aliens' ugly mugs close-up.

Onscreen you get the main view area with selectable icons below it. Then there's a general overview of the whole ship with aliens and marines marked on it and a box showing any commendations or weapons the current player's acquired.

To find out what's going on in another section of the ship, the player simply clicks the pointer on another part of the map.

MORE PACKED THAN A TOFFEE CRISP!

There's so much programmer Paul Hiley and graphic artist Ade Carless have packed into the game it's no wonder they had to make it 128K only. All the missions, both views and the hundreds of rules and regulations from the original game have been crammed into one load!

Graphics are excellently drawn and detailed in both the strategy and 3D views. Each sprite has several frames of animation, and the only difference between the Spectrum and 16-bit versions is the lack of colour.

There's no way anyone who buys *Space Crusade* is going to become bored and complete it within a few hours. Days or months, even years are more like it! With new missions being devised as we speak, *Space Crusade* is a purchase that will keep you occupied for the rest of your life (probably)!

● 90%

Rating

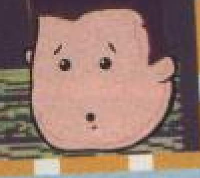
An excellent conversion of the board game that'll keep you busy late into the night!

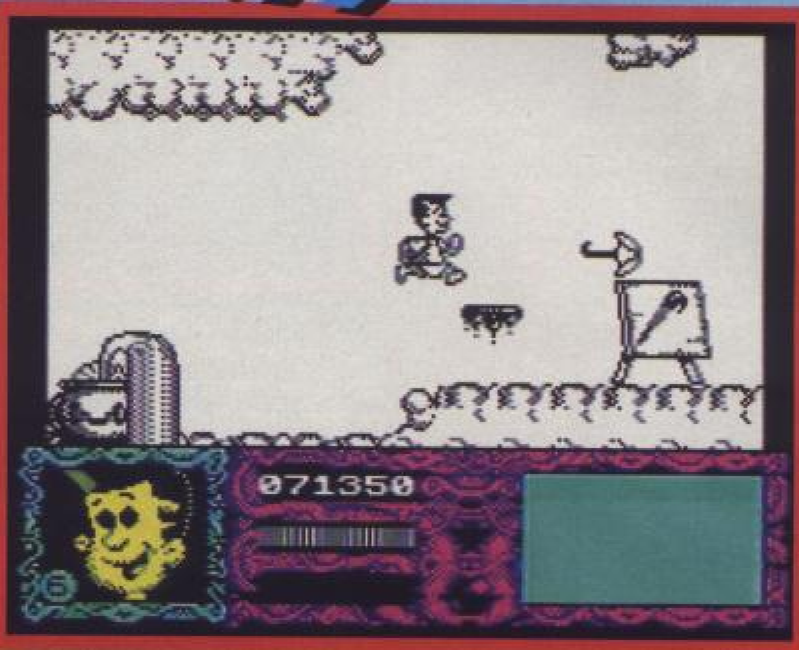
PRESENTATION	91%
GRAPHICS	92%
SOUND	88%
PLAYABILITY	91%
ADDICTIVITY	89%
Overall	91%

Potsworth & Co

Hi-Tec Premier ● £6.99

Owwww! That pampered pooch has arrived at CRASH Towers with licks and slobbers for everyone (wey-hey!). NICK ROBERTS is the man with the mop and bucket ready to clean up any little spillages!





● **Light and fluffy clouds are great for bouncing on, but make sure you wipe your feet afterwards or your mum will tell you off.**



● **The final zone and a bit of a problem. Should you get a hot dog or ride the Waltzer?**



Imagine a cuddly springer spaniel standing on its hind legs, speaking in an upper-class English accent. Now what does that remind you of? The nightmare you had last night? Getting drunk down the local disco? Nope, it should remind of this squillerilliant Hanna–Barbera cartoon character, Potsworth!

In real life he's just the family pet and friend to a bunch of kids: Rosie, Nick, Carter and Keiko. But when they go to sleep they become the Midnight Patrol and all enter the Dream Zone to become super human (dee-dee dah-dah, dee-dee dah-dah...)!

WAKEY WAKEY!

To stay in the Dream Zone the Grand Dozer must be asleep, a fact the evil Nightmare Prince is only too aware of. He tries anything in his power to wake up the snoozing bloke and it's the Midnight Patrol's job to find the Potion of Slumber and stop him.

The powers held by each character correspond to their characteristics in real life. Rosey's a bit of a loud mouth so she stuns the nasties by shouting at them. Nick's a big fan of comic book superheroes so he becomes Super Duper Man. Carter's a great artist so anything he draws comes to life, and Keiko, a skateboard freak, rides the only flying 'board in existence!

Between them — and Potsworth, of course — they have to battle



LUCY



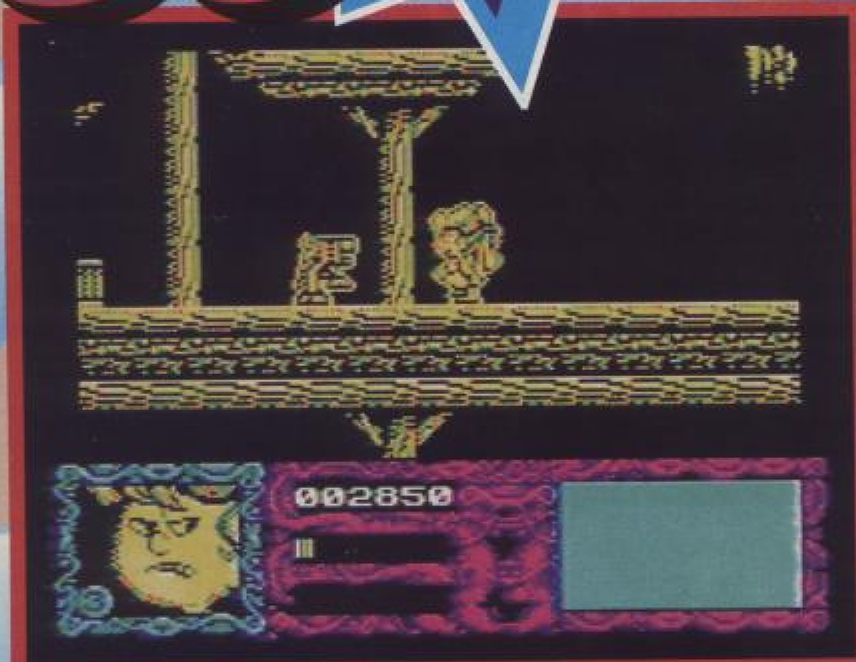
Dogs get a raw deal don't they? Cigarette butts are 'dog ends', if you're having a bad time it's a 'dog's life', if you're selfish you're a 'dog in a manger'. The list is endless. Fortunately for Potsworth, he's probably the most cosetted canine this side of the equator, and as for the computer game, well, we're talking doggy treats galore. Bearing in mind I'm a *Sonic* freak (I'd take him home and have his babies given half the chance) and this could be called the Speccy version of said small prickly creature, need I say more? Yes? Okay. I like it. The sprites are all very detailed and instantly recognisable from the cartoon. Each level's totally different from the last and the gameplay keeps getting better and better from level to level. The first zone looks a bit budgety but later levels are quality stuff which would be well worth the £10.99 many software houses charge for abysmal full-pricers. Hi-Tec should be well proud of themselves for turning *Potsworth & Co* out for £6.99 and if the rest of their Premier range is as good as this, they're onto a winner. ● 89%



● **Arrgh! The girly has missed the cable car and is heading for a 'Visual Impact' with those spikes!**

Co

A CRASH Smash



● It's the girly with the big mouth, but then haven't they all? Oops, I didn't say that missus.

against Midnight Prince's minions in six zones of arcade mayhem.

I WANT CANDY!

Each gamezone has a style to suit its player character. The Cave, Super, Candy, Rainbow and Carnival Zones are packed with brilliant touches that keep you addicted for ages.

Remote switches control lifts, conveyor belts and other contraptions that help the team's quest. Favourites of mine are the swinging girders and practically everything in the Carnival Zone. Waltzers, dodgems, pirate ship and log flume, they're all packed in — it's the nearest thing to visiting a theme park without leaving the house!

You collect certain objects from each zone to keep the Dozer asleep. You can guarantee some of them are hidden away in some far-reaching corner of the vast zones so you have to work hard at finding them.

Touching any of the horrible things out to munch our heroes causes an energy bar to drop. Toy robots, pigmy bats, nosey parkers, chocolate mice,



● Those magnificent men on their flying girders, or is it Sonic?

wellington men, hot dogs and mutant candy floss are just some of the monsters inhabiting the zones.

If the energy reaches zero, guess what happens? Yup, the character loses a life, but luckily restarts where they left off.

A feature you don't see very often on the Speccy these days is a continue option. This is available several times before the Midnight Patrol has to start from the beginning again so should reduce the frustration many game's high difficulty produces.

BONE ZONE

Visual Impact have done a great job in programming our poochy pal (complete with marrowbone!). Each zone has something new to offer, in terms of both graphics and playability.

The backgrounds and sprites have all been painstakingly converted from the cartoons and look great. Fans of the series certainly won't be disappointed with the results.

Unfortunately, *Potsworth*'s a multi-load, each level loaded separately. All the levels are stored on one side of the tape, though, so it's less confusing than many multi-loads I've come across.

Potsworth & Co is another excellent cartoon series from H-B and it's been converted into a fan-dabby-dozy game you can't afford to miss — especially as it's on the new Premier label at only £6.99!

● 91%



Interesting facts about your canine pal!



● There's nothing a dog likes better than chasing cats and postmen, except perhaps having a good crap.

● Having had said crap, they deliberately leave it where some unsuspecting cretin can walk in it.

● The reason dogs lick themselves is simply because they can!

● Never become good friends with a dog because they always want to sniff your bum and it's very unhygienic!

● It's a well known fact that dogs look like their owners. But then Nick has a poodle at home so that can't be true — can it?!

● Did you know dogs only see in black and white? They couldn't afford the colour licence!

● Most dog owners spend hours chatting to their 'friends'. This is a bit silly, really, as most dogs are as thick as two short planks!

● Dogs very rarely get into the pop charts, although Pet Shop Boys did write a song called 'I Want A Dog' a few years back.

● Dogs piddle on lamp posts 'cos they know the post won't do it back.

Ode to Potsworth

They say dogs are man's best friend, I really can't agree,
'Cause all they do is bark a lot, and sick and poo and wee.
Why do dogs like lamp posts, and cock their legs up trees?
And do their business in the park, while you stand and freeze?
My next-door neighbour's got a pooch, a Rotweiller called Len,
It ate our local postman, Bill, then spat him out again!
We've got a small Jack Russell, it's really rather dim,
It lay upon the hearth rug and Mother hoovered him!
The other week our dog was ill, we gave him a Bob Martin,
It didn't work, to say the least, he spent the day just fartin'!
Dogs like going walkies, eating Pal and Bounce and Chum,
Chasing cars and sniffing groins and licking round their bum!
No doubt that dogs are not the same, all different shapes and sizes,
At Crufts you see a ball of fluff walk off with all the prizes!
But here's a Spectrum doggie and a Smash, it's great, you know,
A proper little corker, it's called *Potsworth and Co*!

Rating

A fun, addictive conversion of the blockbusting cartoon.

PRESENTATION	88%
GRAPHICS	91%
SOUND	89%
PLAYABILITY	93%
ADDICTIVITY	90%
Overall	90%

First class... with the Shoe People

Gremlin • £10.99 • £15.99 disk

Although the oldest statesman of the CRASH team, ALAN GREEN has the mind of a young child. Indeed, he's the ideal choice to look at this fun-filled educational release from Gremlin. So put on your kinky boots and walk this way...

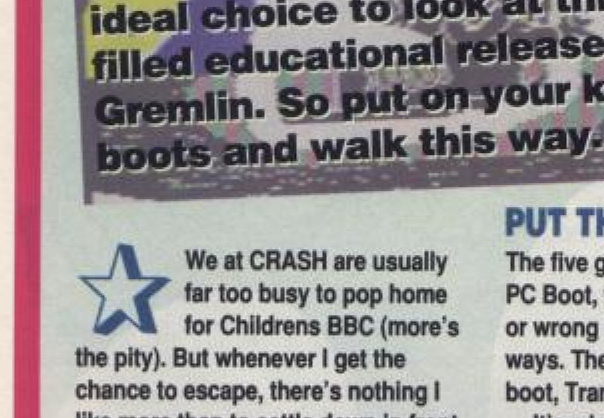




• Erm... 'nep'? No maybe its 'pne'?. No I've got it it's...erm...

We at CRASH are usually far too busy to pop home for Childrens BBC (more's the pity). But whenever I get the chance to escape, there's nothing I like more than to settle down in front of *The Shoe People*.

This delightful cartoon for younger children (and regressive adults such as myself) stars a whole community of footwear. There's all kinds of boots and shoes bizzying around the place, from Sid Slipper to PC Boot, and all the favourite characters have survived computerisation in this educational collection of games for the 4–6 age group.



PUT THE BOOT IN

The five games are watched over by PC Boot, who tells you if you're right or wrong and helps out in various ways. The first stars that scruffy old boot, Trampy.

It's a lovely day and he fancies visiting his pals. However, as he saunters along the lane, he finds some fool's scattered objects all over the place. Apparently they've fallen off the back of a lorry (officer). Unsurprisingly, PC Boot has a few questions to ask.

Identifying objects, spelling and counting are all part of the fun, and there's an easy/hard option for different ages. If you and Trampy get all the questions right (clever cloggs — haw haw!), Trampy'll see his friend in a cute graphic sequence. If he gets some wrong then his pal will probably have gone out by the time he turns up (altogether now, ahhh!).

SNEAKY THIEF

The next activity involves Sgt-Major Boot. He's a bit cheesed off because Baby Bootee has knocked everything off his cupboard shelves. The good old Boot decides to make a game of it, though, and asks the little chap to sort out the mess. You select and match colours, shapes, patterns etc.

The Great Alphabet Robbery stars dastardly tea-leaf Sneaker, who's been stealing words. Fortunately, PC Boot nicks him. But when the words come out the SWAG bag, they're all mixed up! You've got to descramble the anagram to get Sneaker locked up.

Wellington Goes To The Park is a mathematical game, and consequently proved itself a serious challenge to the CRASH team. It's basically a case of balancing numbers on a see-saw.

Finally, *Charlie's Big Day* stars Charlie the clown (no, not the CRASH arty person!) who's putting on a show for all of Shoe Town. You've got to watch his repeating sequence of circus tricks closely then predict which one he'll perform next.

GRAPHICS GALORE

All the *First Class* challenges are very pretty and the characters look just like their TV counterparts. Each activity's intelligently put together to make learning easy. You usually only have to use two keys and the speed's about right for younger children.

The screen's never dull, the shoes are super cute and the reward sequences when a game's completed are impressive (and funny). Each activity becomes progressively difficult, ensuring a continued challenge for older children.

And if you flip the disk/cassette over, there's *Margot's Magic Colouring Book* to add yet further fun! It's a very simple but enjoyable painting and drawing program, in the same clear and pretty style.

This collection's extremely well put together. Parents and teachers will find their kids love it — and learn from it.

• 90%

NICK

There weren't shoes plodding about on TV when I was a nipper, but then I had such classics as *Mr Ben* and *Roobarb & Custard* to take their place! Having seen a couple of *Shoe People* episodes on video, I can see what I was missing out on! The characters are great, with silly expressions and, oddly, all made out of shoes! Gremlin have made a great job of the computer version. Educational software has been around on the Spectrum for years, but it's appealing characters like the ones in *First Class* that keep the nippers interested. The programmers have hit the nail on the head with lots of brilliant graphics and animation, and even a simple graphic editor for the kids to have a bash at drawing themselves! I was born too soon! • 75%



Rating

The perfect purchase for the youngsters. Educational and fun to play

PRESENTATION	82%
GRAPHICS	84%
SOUND	76%
PLAYABILITY	80%
ADDICTIVITY	78%
Overall	**84%**

Jeepers! Rubber Quest... er, sorry, I mean *Jonny Quest* and his cartoon pals have gone and gotten themselves into a whole heap of trouble. ALAN GREEN is into assault and battery (rechargeable only) so we sent him off to bash some baddies (down boy, DOWN! —Ed).



Jonny Quest

Hi-Tec • £3.99



• Go Jonny, go. Get those turnups flapping and get yourself across the water.

Jonny Quest? Sounds like a trip down to the chemist (how rude!). But no, it's the name of our hero in the latest budget blast. This Hanna-Barbera cartoon star is a disgustingly cute little blonde-haired, blue-eyed do-gooder. Being the son of the fantastically clever and important Dr Benton Quest (a top boffin in the US government), little Jonny is constantly getting involved in galactically important matters, saving the world and so forth (as one does).

Jonny's dad is such a blinkin' big wig that evil conspirators are forever out to kidnap the little blighter to use as a pawn in their games of global domination. In fact, Jonny is so nabbable the government have given him a full-time rock-'ard bodyguard — a hunk known as Race Bannon.

RANSOM NOTES, AHOY!

In this particular episode, it's not our Jonny in trouble but Dr Quest himself! Captured by the evil Dr Zin (you'd never guess he was a baddy with a name like that, would you?), he's being forced to design a deadly laser to serve Zin's cunning plans to rule the world.

Unsurprisingly, our hero sets off on a mission to rescue his dad, along with his henchman, his mystical Indian pal Hadji, and his pet dog Bandit (aah!). But oh no... wouldn't you know it, his pals all get captured too, leaving Jonny to do heroic deeds single-handed (selfish swines).

And that's where you come in as you guide the little fella across platforms, over lakes, down rabbit warrens and so on. There are robots to punch, blue lobsters to jump (ooer!) and all sorts of other nasties hindering him, but there's the odd useful item lying around — keys, dynamite, torch etc — which aid progress.



• Hmmm! You could do with getting that key from dowm below. But how do you get there?



• Oh dear! Looks like a dead end, better turn around and find a different way out.

SUPER BOWL?

Possibly the most striking feature of Jonny himself is the incredible bowl-cut hairstyle Hi-Tec have given the poor boy (almost as bad as Nicko's —Ed). Admittedly the little chap in the cartoon has got a bit of a basin but his graphic depiction here is unflattering in the extreme. Other than this small gripe, it's quite a pretty game, with the odd bouncing bunny and other cutesy snippets of animation (mmm... lovely).

The baddies, on the other hand, are more menacing. Apart from Dr Zin's evil faceless robots, there's a whole host of small, brown, dog turd-like creatures (which you certainly want to avoid landing upon) plus abnormally aggressive fish and other bizarre nasties.

Can't say much about accompanying sound FX — there aren't any.

At the end of the day, it's a jolly little game for a cheapy. Bouncing Jonny around the screens gets more addictive as you play (don't let the dog turds put you off) and there's plenty to keep the old grey matter functioning... yes, that's a good point, you lazy lot! I just hope he eventually gets his jonny (shut up, Alan! —Ed)

• 77%

NICK

Hands up if you've ever heard of Jonny Quest. No one in CRASH Towers has a clue who this mysterious cartoon character is. All we know is he's a Hanna-Barbera cartoon and software heroes Hi-Tec (praise indeed, bloody creep —Ed) have produced this game about him! This is your usual arcade adventure with detailed and colourful graphics everywhere. What I can never understand about such games is why they always have a black background. All the Dizzy games are the same. What's wrong with a nice light blue sky for a change? Apparently the Jonny Quest cartoon had a strange drawing style; the game's the same. The villains have no detail in the top half of their bodies, for example — strange! Collecting objects like keys and torches and using them in the correct places is what's needed, as well as bopping the nasty blokes to keep them out of the way. The way they fall to the ground is great. One second they're standing up, the next they're on the ground — how's that for a power-punch! *Jonny Quest* is a reasonable budget arcade game but nothing to go over the top about. • 68%



Rating

A nice little platform game with more depth than many

PRESENTATION	70%
GRAPHICS	74%
SOUND	N/A
PLAYABILITY	70%
ADDICTIVITY	72%
Overall	**73%**

4 Game Pack No.1

Atlantis • £3.99 cass

If you started talking about a 'four pack' here at CRASH Towers, chances are you'd immediately be lynched by our sad and desperate hacks in search of their next drink. But no, this particular bulk buy bargain is actually four fab games from Atlantis. ALAN GREEN went for a dip.





• Wipeout that scum witha gun in Crossfire.



• You probably won't survive long in Spooky Castle (it's so bloomin' hard!)

First up there's *Superkid*, starring young Tom Essex, brother of the singing David. This little chap has extraordinary strength and can fly (don't try this kids, it could be dangerous —Ed) since he drunk his clever uncle's latest special formula — he thought it was a bottle of lemonade!

Meanwhile, the Mayor of New York is well racked off with the violence on the city's streets, particularly all those bully boys roaming around blasting each other, and anything else that gets in the way, for that matter. Yep, the situation's getting pretty heavy and there seems no stopping them. That's where Superkid comes in as the last stand for law and order (yawn).

This is a Neighbourhood Watch scheme on a grand scale. Young Tom flies around cities rescuing maidens in distress (hoorah!). This entails grabbing silly young girls (I say!) marooned on the city's rooftops and lowering them safely to earth. He's got to escort the OAPs on their ramble back from the library to the rest home and presumably rescue pussies from trees as well. Needless to say, he punches the living daylights out of all those nasty hooligans as well.

Basically, this game supplies a few giggles and a bit of fun zipping around the screens in pursuit of justice. Although doing little for your score, punching the old bids is particularly enjoyable (Alan, you need help, urgently —Ed).

SPOOK!

Spooky Castle, on the other hand, is rather devoid of anything that might be construed as enjoyment. But if you're a fan of frustrating and pointless platform games with naff graphics, this might well grab you're attention.

Back on the plus side is *Crack Up*. The title's probably derived from one's usual reaction to *Break-Out* games, and this is one such ball-bouncer (missus). In my humble opinion, this is possibly the BEST ever version! It's just bouncing a ball against a load of bricks, I know, but it's got loads of special features and different screens to give the idea a new lease of life.

HOT LEAD

Finally we've got *Crossfire*, for all budding armchair snipers out there. You play a policeman (eve-nin' all) during the wild days of mob rule in Chicago. You're up against the likes of Al Capone, Legs Diamond and other unspeakably treacherous villains (is that the Ed on the screen there?) and you're among the last coppers who remain law-abiding and upstanding (and probably poor — pillocks!).

And what better way to keep the peace than annihilating all the crooks? Yes, it's the 'get them before they get you' syndrome as the villains appear over walls, in windows etc, poised to shoot. You gun 'em down from a sniper's-eye view. But don't wipe out the innocent citizens (who are daft enough to keep on popping up in the line of fire) or you'll lose points.

As it's rather tricky to spot the difference between a crook and an innocent citizen, you end up blasting a lot of old men, pregnant mothers etc from the face of the Earth (so much for justice). Other than this petty complaint, there's some degree of entertainment to be had wiping people out in Rambo-style proportions.

Although a couple of the games are a bit naff, this is one hell of a bargain, with something in there to suit anyone (apart from a disembowelled frog, possibly).

• 85%

NICK



These budget software houses really know how to make the most of their games. They were all good value for money when released separately but now they've been gathered together you just won't be able to resist them! There's a good range of game styles in the package, shoot-'em-up, arcade adventure and *Break-Out*, so there's no excuse for being bored. My favourite has to be *Superkid*. Written by the Shaw Brothers, programmers behind many an Atlantis game, it's a great little arcade romp. The graphics are small but cute and there's lots of colour on the buildings and backgrounds. *4 Game Pack No1* may not include the best Speccy games but is superb value at £3.99. That's under £1 per game — amazing! • 55%

Rating

Simple but addictive games for an unbeatable price

SUPER KID	71%
SPOOKY CASTLE	44%
CROSSFIRE	56%
CRACK UP	68%
Overall	**70%**

IF YOU GET CLUED UP WE'LL GET YOU TANKED UP

YOU COULD BE KITTED OUT IN A TANK COMMANDER'S JACKET AND OVERALLS, PLUS WIN A COPY OF TEAM YANKEE II, ALL GRATIS FROM EMPIRE IN OUR COMPO.

PLUS 10 RUNNERS UP WILL EACH RECEIVE EMPIRE GOODY BAGS

Out now!



THE ULTIMATE IN MEGA COVERDISKS!

THREE GAMES AND ONE GRAPHICAL WONDERLAND ON TWO DRAMATIC DISKS:

Pillage and plunder your way to the gold in CORE'S viking quest, HEIMDALL.
Drive out in to the night with the long distance, high tension LOTUS TURBO CHALLENGE II from GREMLIN.
MILLENNIUM'S ROBOCOD will give you hours of fishy fantasy fun over several levels, especially programmed for ST ACTION by Steve Bak.
And freak out with the wild and psychedelic COLOURSPACE, Jeff Minter's groovy light synthesizer.

FIRST CHOICE FOR ST GAMES:

OH NO MORE LEMMINGS, suicide is painless, well it is if it's just a fantastic data disk featuring our morbid pals. Also featured: Only the toughest can join the SPECIAL FORCES in Microproses all action game. Check out the best graphics in the galaxy in, Disney moonlighter, Don Bluth's SPACE ACE II and SINGE'S CASTLE. You can also see how to vent your anger against those painfully patronising gameshow hosts in the show to end all shows, and your life, SMASH TV from Ocean.

ALL THIS PLUS Up to date news pages, Sneak Previews, Features, Reviews and much, much more make ST Action the most happening ST games magazine on the streets!

In fact **MORE RADICAL GAMES COVERAGE THAN ANY OTHER ST MAGAZINE!**

Mr or Mrs Newsagent I would like to guarantee seeing my copy of Britain's leading ST games magazine EVERY month.

Please reserve me a copy of **ST Action**

Name..
Address..
....
Tel...

Note to newsagent: ST Action is published by Europress Interactive and is available fully SOR from Comag Tel. 0895 444055



THE GIANT CRASH HITS THE STREETS MARCH 19 — GET IT OR BE A TWIT!

Next Month!

Bumper 84 page issue!!



Frank. (See letters!)

Set your oven to gas mark six and go for a glide with...

Glider Rider

Is it a motorbike? Is it a small squashy thing? No, it's Glider Rider hovering over our cover next issue. This classic Spectrum game will blow your brainbox off with it's brilliantly detailed 3D landscapes and highly addictive gameplay. One minute you can be trundling along in your motorbike and sidecar, the next you're floating about in the blue yonder! Want to find out more? Tune in next month, punters!

CRASH 98 includes a splendiferous16-page Tips Spesh, making it not just the BEST Speccy experience but also the BIGGEST on the market! Go and tell your mates to get on the mega CRASH bandwagon, NOW! And naaaaa to all those little mags!

Have a slice of damn fine cherry pie!

π r 2

A tricky little one, this, and pretty impossible to type! It's all to do with circles and things. You move around the screen jumping from wheel to wheel, collecting things as you go. Lots of fun and guaranteed to put you in a spin, so watch out for it!

And that's not all:

CRASH ZX SPECTRUM

Dear Mr Newsagent

Be a kind chap/chapess and look at which box I've ticked below, there's a treasure.

- Could you possibly keep a copy of the most crucial Spectrum mag ever to exist (CRASH!) under your nice and shiny counter for me and I'll come in and get it sometime next week. Ta!
- I'd like you to get one of your brilliant paperboys or girls to pop a copy of this great Speccy read (CRASH!) through my letterbox as soon as you get your big order (missus)!

Name...

Address...

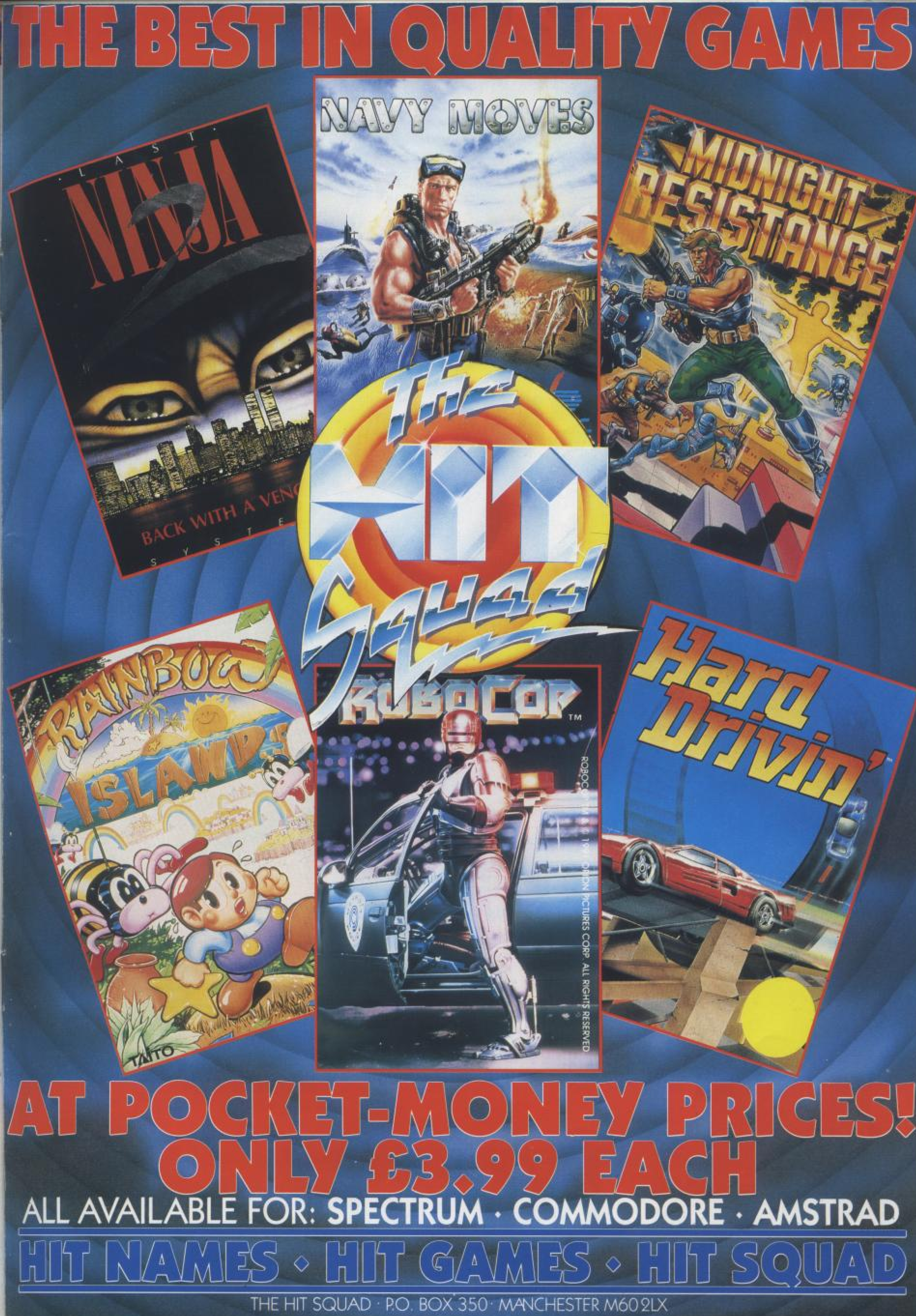
....Post Code...............................

- To the newsagent: CRASH is a monthly publication by Europress Impact Ltd (0584 875851) and is distributed by COMAG on firm sale.

Poke Zone!

A bit like a no parking zone but without the yellow lines and packed with POKEs (so it's not like one at all, then, really —Ed). Our POKEy pal comes up with lots more goodies for all you cheaters out there. The essential piece of equipment to help you crack that stubborn game!

- *And don't forget our mystery demo, giving a taste of one of the newest and bestest games!*


THE BEST IN QUALITY GAMES
NAVY MOVES
LAST NINJA 2
BACK WITH A VENG
MIDNIGHT RESISTANCE
The HIT Squad
RAINBOW ISLANDS
TAITO
ROBOCOP™
Hard Drivin'™
AT POCKET-MONEY PRICES!
ONLY £3.99 EACH
ALL AVAILABLE FOR: SPECTRUM · COMMODORE · AMSTRAD
HIT NAMES · HIT GAMES · HIT SQUAD
THE HIT SQUAD · P.O. BOX 350 · MANCHESTER M60 2LX


THE NO-HOLDS-BARRED
SMASH
GAME SHOW OF THE FUTURE
TV
IT'S A SMASH HIT!
"It's absolutely, definitely a Megagame... sell your family to buy SMASH TV!" YOUR SINCLAIR 92%
"SMASH TV has all the pace and action of the coin-op, Ocean's best conversion to date" CU AMIGA 90%
"Non-stop action... terrific speed... great sound effects... just fab in every way!" COMM. FORMAT 97%
"The game the home computer market has been waiting for... it's smashing!" AMSTRAD ACTION 96%
"SMASH TV grabs you by the throat and just won't let go - how Ocean managed to get all this into one load is beyond me. Buy or die!" ZZAP 64 93%
"SMASH TV is one of the best games this year... fast, frantic... simply a must-buy." CRASH 97%
SPECTRUM
AMSTRAD
COMMODORE 64
ATARI ST
AMIGA
© WILLIAMS ELECTRONICS GAMES, INC
Acclaim entertainment, inc.
ocean
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS · TEL: 061 832 6633 · FAX: 061 834 0650